

SEGA™

...pit perspective... AH-3 Th... heights. M... no bones... H-3 Th... strike features ten... realizing... orist howled and... om East... Europe, you how... air, sea, and land... air clash... his game takes full advantage... visuals features... alled terrain and 360-degree rotation... hard voice war... system and thundering... will and res... ns, boom... complex assignments, includi... delivering... supplies to... void attacks... any mo... challenging... format... the sha... poly... The... nightmare... each me... has special skills and a weapon to m... each in... to wr... havoc. Mutants, huge levels, ple...

# Hot 32-Bit Arcade Action Just Hit Home



## Super Street Fighter II & Mortal Kombat II

Slug it Out on Your Genesis Pg. 18



**SPECIAL FEATURE!**  
**TAZ Escapes  
From Mars**

Get a Taste of  
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Combat with

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# Inside Action

## SEGA VISIONS



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Plus, pets that play!

### Power Shopping .....

Ecco is back. This time he's riding the Tides of Time. Page 60

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WHEN IT STARES Y**



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Eternal Champions™ (1145) \_\_\_\_\_ Sub-Terrania™ (1351) \_\_\_\_\_ Gunstar Heroes™ (1077) \_\_\_\_\_ Sonic Spinball™ (1537) \_\_\_\_\_ Chakan the Forever Man™ (1047) \_\_\_\_\_ Shinobi III: Return of the Ninja Master™ (1136) \_\_\_\_\_ Dr. Robotnik's Mean Bean Machine™ (1706) \_\_\_\_\_ The Ren & Stimpy Show™ presents Stimpy's Invention™ (1068)

**ALL REQUESTS MUST BE POSTMARKED BY OCTOBER 15, 1994**

Please allow approximately 6 to 12 weeks for delivery. Offer not valid in combination with any other Sega offer. Void where prohibited. Void in the USA and its territories only. All games listed are either not rated or are rated for general audiences, with the exception of Eternal Champions (M-13).

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# Say What?

## Overheard at Sega

### New Sonic Game to Feature Revolutionary Technology



Look, just because we work for Sega doesn't mean we know everything! But we do know that when *Sonic* and *Knuckles* ships for the

Genesis this fall, it's gonna change the way you look at video games.

Details on Sonic's latest adventure are being jealously guarded by Sega's product

development and marketing hoo-doo, but a few intriguing facts have slipped into the rumor mill over the last few weeks.

For instance, *Sonic and Knuckles* will be backward compatible with *Sonic 2* and *Sonic 3*. Backward compatible?

Well, your guess is as good as ours, but it's safe to say that Sonic is gonna rock your Genesis like he's never done before (and that's saying something). Look for the total scoop in the next issue of *Sega Visions*.

Your Favorite Genesis Games Available Anytime, All the Time!

### New Technology Lets Video Stores Burn Sega Games on the Spot!

If you're one of those disgruntled gamers who've had a hard time reserving a copy of *Sonic 3* or *NBA Action '94* at the rental counters, take heart. A revolutionary new rental system is coming to video stores that will burn cartridges of Sega titles on the spot, eliminating those soul-wrenching situations when a popular title is out of stock.

And that means your favorite rental store could have your favorite Genesis title available WHENEVER you want it!

Sega of America and Newleaf Entertainment — a joint venture between Blockbuster and IBM — announced plans to test a new entertainment-software electronic-delivery system in several Blockbuster Video stores this summer. If the test is successful, it could be big news for gamers.

The system permits video games to be stored electronically at stores and downloaded to reprogrammable video game cartridges. Once a game has been programmed onto a cartridge, it

looks and plays just like a standard video game cartridge. The blank cartridges can be reprogrammed an unlimited number of times, allowing retailers to customize their inventory of rental titles to meet demand.



The system was jointly developed by Newleaf and its sister company, Fairway Technologies.

"Game rental has become an increasingly important market segment, with estimates at

about \$1.5 billion a year industrywide," says Tom Kalinske, president and CEO of Sega of America. "But with nearly 1,000 great Genesis and Game Gear software titles available, it's tough keeping an inventory broad and deep enough to satisfy peak demand. This system ensures that every customer will be a satisfied customer."

According to Steve Berrard, Blockbuster Entertainment president and COO, the system will be offered to all retailers after the market test.

### Behind the Scenes At Sega

New Insider Book Gives Gamers The Ultimate Scoop on Video Game Creation



Ever wonder just how the folks at Sega cram so much sound, graphics, animation, and general excitement into those little carts? Now you can get the behind-the-scenes scoop on how your favorite video games were created from a guy who's been in the middle of the Sega revolution for years.

*Behind the Scenes at Sega*, by Nicholas Lauff, is currently hitting the shelves. It's published by Prima Publishing, which has made its name with great strategy guides and inside stories on video and computer games.

Longtime Sega gamers are already familiar with Nic's writing and will remember him as the editor in chief of *Sega Visions*. Nic left that post earlier this year to create a new Acquisitions group at Sega, charged with finding the best games on other platforms and bringing them to Genesis, Sega CD, and the hot new Genesis 32X.

In his new book, Nic takes us from the early days of video gaming through the creation of such modern masterpieces as *Aladdin* and *Jurassic Park CD*, giving us a rare look at how games are planned and designed, how characters and backgrounds are designed and animated, and how music and sound effects are integrated into the entire experience.

Anybody who's ever wondered how games are designed and created may want to check it out. Look for *Behind the Scenes at Sega* at your favorite bookstore or wherever Sega games are sold. For more information, call Prima Publishing at (916) 632-4400.



# Sega Sponsors Hit Show "Ghostwriter"

Sega of America and the Sega Foundation signed on as new corporate underwriters of "Ghostwriter," the highest-rated PBS program for school-aged kids. "Ghostwriter" is a multimedia mystery show that promotes literacy by making the printed word exciting, and relevant.

"We are thankful to help us bring a new season of 'Ghostwriter' to children," says David V.B. Britt, president and CEO of the Children's Television Workshop. "Research indicates that 'Ghostwriter' motivates children to read and to write, and Sega's support will help 'Ghostwriter' continue to achieve this goal," he added.

"'Ghostwriter' is a multimedia heritage is a perfect fit with our company's belief in the power of interactive media. The successful blend of education and entertainment makes us proud to be its primary corporate sponsor," says Tom Kalinske, president and CEO of Sega of America. "This sponsorship, along with the efforts we have put into children's health and

education issues through the Sega Foundation, reflects our commitment to giving back to the children who play a large part in our success."

The new season of "Ghostwriter" will kick off with a half-hour special on Sunday, September 18, at 6:30 p.m. (check local listings). In addition to "Ghostwriter" 's successful weekly Sunday time slot, the series will air along with "Bill Nye, the Science Guy" and "Where in the World Is Carmen Sandiego" as PBS premieres a new 90-minute after-school programming block later this fall.

The Sega Foundation was created out of concern for the lifelong well-being of children and a commitment to help young people face the challenges of their generation. "Ghostwriter" is the latest in a series of educational projects the foundation has supported, including Teach for America and A Better Chance — Sega Scholars Program.



## TAZ Celebrates 40th Birthday with Sega

It's hard to believe, but that whirling Tasmanian devil TAZ is actually hitting the big Four-Oh. And Sega is teaming up with Warner Bros., Cherry Coke, Six Flags amusement parks, and the Fox Kids Network to throw a nationwide party.

The Cherry Coke Van will be touring the nation (see inset), serving up Cherry Coke and free test drives of Sega's new smash game TAZ in *Escape from Mars*. Look for the vans in August and September.

Six Flags will be hosting special events at its parks in Atlanta, Chicago, Dallas, Houston, Los Angeles, New Jersey, and St. Louis. Your favorite Looney Toons characters will be making a guest appearance, along with the Cherry Coke Van. Preview game stations will feature TAZ's new Sega game. The party is running in August and September.

The Fox Kids Network will be hosting a "Watch and Win" sweepstakes and featuring TAZ in its September/October magazine. Look for special on-air appearances in August and September.

And don't forget to read more about TAZ in *Escape from Mars* on pages 86 and 91 in this issue.

The Cherry Coke Van will be giving gamers a chance to try out TAZ in *Escape from Mars* in the following cities:

Atlanta	New Orleans
Baltimore/	New York
Washington DC	Norfolk/Richmond
Boston	Philadelphia
Chicago	Phoenix
Dallas	Portland
Grand Rapids/	Saint Louis
Lansing/	Salt Lake City
Kalamazoo	San Francisco/
Indianapolis	Oakland
Louisville	Seattle
Memphis	Syracuse/Albany
Miami	

# Sega Launches Affiliate Label Program with Rocket Science

Sega will distribute PC CD-ROM games, along with Sega CD and Genesis 32X CD titles.

Sega of America announced it will be the North American distributor for Rocket Science Games' IBM-PC, Sega CD, and Genesis 32X CD video games. With this relationship, Rocket Science becomes Sega of America's first affiliate label. This deal marks Sega's entry into the fast-growing, PC CD-ROM market.

Rocket Science, located in Palo Alto, California, is a hot new game developer that intends to become the premium brand in the interactive entertainment industry. Sega Visions takes a first look at the company's new titles on page 16. Rocket Science is developing games for the IBM PC, the Sega CD, the recently announced Genesis 32X CD system, and future CD-ROM platforms and cable set-top boxes.

"There's no one better to distribute Sega titles than Sega itself," says Steven Blank, Rocket Science's CEO. "And with Sega's entry into PC game distribution, we think they can bring the same sales and marketing skills to this new market."

"We're excited to have Rocket Science sign on to be our first affiliate label company," said Paul Rioux, executive vice president of Sega of America. "We believe Rocket Science games will deliver the best of interactive entertainment to the PC CD-ROM market and give us the must-have game play we need to forge this new channel of distribution for Sega."



# Sega Unveils New Game Showcase

Disney's Innoventions Pavilion at Epcot 94

Hey, you just beat some of Sega's newest games. Whatta ya gonna do? Why, go to Walt Disney World...and try out some even newer Sega games.

Sega of America Inc. announced its three-year commitment to "Innoventions," Epcot 94's permanent showcase for the emerging products of industry and technology.

The 10,000-square-foot exhibit, the largest dedicated space at Innoventions, opened July 1 and will allow visitors to preview the near future of interactive entertainment.

The exhibit features over 150 free Genesis, Sega CD, and Game Gear game play stations with the hottest new software titles. Visitors will be able to mingle with Sonic and test the newest game titles while previewing the latest arcade games and home entertainment technology.

The exhibit is divided into five environments: Action/Adventure, Sports, Family and Kids, Future, and Arcade. Each area features video games, graphics, lights, music, and theme design elements that enhance the interactive experience.

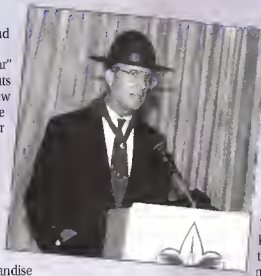
In the center of the exhibit is an Arcade that features two of the latest arcade games incorporating state-of-the-art technology: Virtua Formula racing and the AS-1. Virtua Formula racing incorporates the newest polygon-graphic technology and offers a realistic pro-racing simulation as guests drive a full-motion replica of Formula One race cars. The AS-1 invites guests to board a three-axis simulator and compete against each other in a dynamic game of motion, sight, and sound.



## Sega President Named "Good Scout of the Year"

Tom Kalinske, Sega of America's president and CEO, was given the "Good Scout of the Year" Award by the Boy Scouts of America, Greater New York Councils. Kalinske was awarded the honor at the second annual Toy Industry Luncheon in New York by co-chairman Alan Fine, senior vice president of Kay Bee Toy Stores, and John Sullivan, vice president/divisional merchandise manager of Toys R Us.

"The Toy Industry Luncheon honors an industry and community leader who lives his life in the manner of the Scout Oath and Scout



stones for success as adults, community leaders, and business executives. I am grateful to the Boy Scouts for having provided me with so many valuable tools at a young age."

Law," said Patrick Stuhlman, development officer of the Boy Scouts of America, Greater New York Councils. "That man is Tom Kalinske."

"I am proud to receive this award and to be associated with the Boy Scouts organization," said Kalinske. "As a former Boy Scout, I believe the key values instilled by the Scouts in young men are the corner-

# SEGA VISIONS

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# Yo Sega!

## Got an Opinion?

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## 32-Bit Future is Now

### Yo Sega!

My friend told me about a new system due out in a couple of years called Saturn. It has 32 bits and plays CD games. Is this true? If so, could you write an article in the next *Sega Visions* about it.

J.P., Hampton, VA

*Sega of America* hasn't announced the release of Saturn yet, but watch these pages for the official news. You don't have to wait for arcade-quality 32-bit gaming, though, since Sega is launching the revolutionary Genesis 32X this fall. The system will convert your existing Genesis to a 32-bit powerhouse for about \$149. Get the complete scoop, starting on page 12.

## The Good, the Bad, And the Echidna

### Yo Sega!

I was just wondering...is Knuckles a bad echidna or a good echidna?

S.H., Bothell, WA

Well, we'll probably find out in the all-new adventure *Sonic and Knuckles*, coming this fall from Sega. Look for complete coverage in the next issue.

### Dear Sega!

My name is Timy. I am four years old this is my very first letter I have written in my life. Please put my envelope in your magazine. I love it very much. I just lerned how to spll.

Your Pall

T.L., Calmo Irvine, CA

P.S. I am from my momys stomach.

P.S.S. I have been a good boy al yer.

## Recognizing the Best

### Yo Sega!

I think you should include a section in your magazine annually that tells about the best games of the year and honorable mentions. You should have several categories too.

W.P., Chantilly, VA

Sega annually recognizes the best titles published by third parties (game publishers other than Sega), and *Sega Visions* runs complete coverage of the awards. Check out the April/May 1994 issue (page 103) for the most recent roundup.

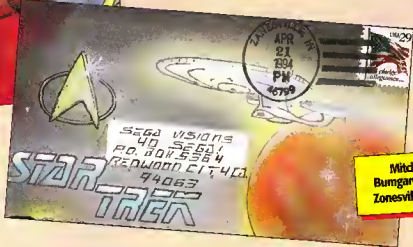
## Hunger for Younger Games

### Yo Sega!

Are you ever going to put out games for preschool through second-grade children? My little brother is always wanting to play his older brother's games.

N.S., Cogan Station, PA

Sega is producing a lot of titles for younger gamers, and there have even been rumors of a special kids' version of the Genesis. Check out the *VizKidz* section (page 108) and the *Sega Toys* article (page 26) in this issue to find out about all the great new releases for preschoolers and younger players.



Mich  
Bumgardner  
Zonesville, IN





## Too Hip to Quilt

### Yo Sega!

My sister says I will get hipmatized if I play anymore.

D.H., Archdole, NC

*Hip-matized? Yes, that sounds right. Sega does that to people.*

## Phone In Your Game

### Yo Sega!

When I got my Sega Genesis back in 1990, the back of an enclosed poster showed Genesis accessories. One was called the Telegenesis, which allowed you to play an opponent from all the way across town. Since then I've never seen it in any stores—I was wondering what happened to the product and how I might get my hands on one.

C.M., Rancho Murieta, CA

*There's very big news in store for Genesis owners who are interested in taking on other players head to head via modem. Check out the October/November issue of Sega Visions for the complete story.*

## The HeartBeat Goes On

### Yo Sega!

I read in your October/November 1993 issue that a new Genesis HeartBeat system would be coming out. I have a normal Genesis, but I'd like to use the HeartBeat system. However, I'm not prepared to spend another bundle of money on a new Genesis. I would like to know if you could buy the connections and game separately and hook it up to the normal Genesis?

C.S., Highland Park, NJ

*HeartBeat has systems that connect to your Genesis, as well as a stand-alone console. Watch for an update on HeartBeat hardware and software in a future issue.*

## It's What Separates Us From the Animals

### Yo Sega!

My brother uses his fingers to push the buttons on the Sega controller. I use my thumb. What was it originally made for?

N.B., Boothbay, ME

*It's an opposable digit made for picking things up.*



# The Genesis Brings Home Arcade

## And It Costs Less Than \$150

The whole world is waiting for the 32-bit revolution to come home. Itching for more power now. Right now. Sure, a few systems are already out there — IF you have megabucks to spend — and IF you don't mind waiting for titles you can play on your pricey new investment.

On the other hand, there are high-end platforms that haven't been released yet — like Sega Saturn. So you could just wait.

Or, you can have it all NOW: The full-tilt, top-of-the-line, true 32-bit arcade experience, way better than the competition, for a phenomenal price of less than \$150. You don't have to wait, you don't have to give up your current machine, and you don't have to abandon your library of games.

The Genesis 32X plugs right into your Genesis cart slot. The result is an all-new component that actually uses the architecture of your Genesis and transforms it into a powerhouse state-of-the-art 32-bit arcade machine.

### What Makes It a 32-Bit Machine?

A "bit" of a refresher: A *bit* is a unit of information and the basis of all computer and video games. *Bit capacity* refers to the number of bits that a computer's central processor can handle at one time. The more bits a processor can handle, the faster it can move images around the screen. The Genesis 32X can handle 32 bits of information at one time. (In case you're wondering, the average game cart for the 32X will be between 16 and 24 megabits and will cost about the same as today's cartridges.)

### Super Games at Super Speed

The distinction of the Genesis 32X is really its extraordinary speed. It's about 40 times the speed of the Genesis, in terms of polygon-handling capabilities and video processing. At any time, the Genesis 32X can process 4 times as much screen information as 16-bit machines can. It's this accelerated processing speed that enables the Genesis 32X to scale and rotate images. The result makes seamless, detailed 3-D images and intricate game play possible.

The Genesis 32X has two 32-bit processors. It's the first game machine to be engineered with two RISC microprocessors incorporating the Hitachi SH2 chips, and a video digital processor (VDP) chip. The



Shadow of Atlantis™ CD



# Genesis 32X -Quality Game Play

dual Hitachi SH2 RISCs handle the high-speed maths required to bring humongous amounts of polygons (as in 50,000-polygon-per-second humongous), incredible ever-changing 3-D perspectives, texture mapping, and enhanced scaling and rotation to the Genesis 32X. The VDP chip adds to the power, allowing the Genesis 32X to display coin-op-quality visuals.

And that's not all. The Genesis 32X does everything for the Sega CD that it does for the Genesis. It enables all the same features—enhanced visuals, speed, and the rest—that it provides on the Genesis. Add the massive memory capacity of the Sega CD, and the Genesis 32X brings arcade-quality game play right into your home.

## More Sound And Color

A new sound chip pumps up the Genesis's audio capabilities significantly: audio mixing with Genesis sound, stereo, and digital audio with programmable sample rates.

Also included in the Genesis 32X are work-horse RAM (4 additional megabits) and communications chips.

The color palette has been boosted from 64 — are you sitting down? — to 32,768 colors simultaneously onscreen, allowing head-spinning high-color definition. The increased colors help to produce Video Home Standard (VHS) quality images.

## More Games at Launch

You can even play your regular Genesis games and Sega CD games while the Genesis 32X is connected, no problem. But when you decide to play games designed to take advantage of the Genesis 32X, one thing is absolutely certain—you're gonna have a large selection of hot titles to choose from. Because when the video game industry's leading software publishers are planning games for the Genesis 32X—you KNOW the coin-op game experience has come home.

By the end of this year you could be playing arcade-perfect versions of mind-blowing games like *Virtua Racing™ Deluxe*, *Star Wars® Arcade*®, or *Cyber Brawl™*. Or any one of the other totally sensational Genesis 32X games available at launch. That is of course, unless you *want* to wait.

## Leading Software Publishers Support 32X

The publishers developing for the Genesis 32X are among the who's who in the software business. They're prominent companies like Absolute, Acclaim, Accolade, Activision, American Software Toolworks, American Technos, Atlas Software, Capcom, Capitol Multimedia, Core Design, Crystal Dynamics, Domark, GameTek, Hi Tech Entertainment, Interplay Productions, JVC Musical Industries, Konami, Playmates Interactive, Sony Imagesoft, Sunsoft, Takara USA, Time Warner Interactive, Twentieth Century Fox Interactive, Vic Tokai, and Virgin Interactive, just to name a few.

Golf Magazine® Presents 36 Great Holes  
Starring Fred Couples





# Sizzling New Games

Here's just a sampling of the super-smash hit titles available this fall for the Genesis 32X. Games like *Fahrenheit™ CD*, *Stellar Assault™* and *Doom™* are going blow your socks right off — and these don't even include all the hot new titles being produced by the third-party publishers. As a matter of fact, approximately 60 new games will ship by the first of next year. So have a look at just some of the Genesis 32X titles ready to launch you into the ultimate 32-bit arcade-gaming experience.

## Midnight Raiders™ CD

Live-action Tru-Video™ puts you in the cockpit for the ride of your life in an Apache Attack helicopter. Your mission is to fly under the cover of night and rescue a kidnapped government official. It's a power-packed Adventure game, an Aerial Combat game, and a Fighting game rolled into one, for an intense, super-real experience.

## Stellar Assault™

Here's a game with all the fast-flying, 3-D high action of the best space-shooting arcade games, plus all the options that both beginner and expert fliers demand. The incredible from-the-cockpit perspective gives gamers a unique first-person view. Fly your nimble craft into combat with full control of speed and direction. Learn from your mistakes by replaying your entire game from almost any perspective.



## Super Afterburner™

Your heart skips a beat and you feel the Gs as you find yourself in the cockpit of an F-15. All the graphics, blood-pumping action, and sky-ripping sound of the arcade game are here. The enemy aircraft look and act like the real thing. The antiaircraft missiles look real. The instrument panel looks real. You'll also find that the earth looks too real as you spin towards it in a crash...at which point you may just wish we'd added a real ejection button.

## Golf Magazine® Presents 36 Great Holes Starring Fred Couples

Sega Sports™ and *Golf Magazine* link up for 36 famous holes! Also invited are Fred Couples and Payne Stewart! Play spectacular US golf holes with them, or just take their advice in tournament, exhibition, medal, or match play. Skins game too. The fairways are so realistic that you can almost smell the freshly mowed green. From the ponds to the rough, the 32-bit graphics make all the elements

appear in vivid detail and colors.

## Cyber Brawl™

This is it: the ultimate in-your-face, smash-orama Fighting game players have been waiting for. And the Genesis 32X makes it all possible — views of explosive attacks and acrobatic maneuvers. Check out the unbelievable perspective as you grab your opponent and hurl him through the air. Be prepared to duck as chunks of damaged armor come flying to the screen with eye-flinching realism.



## Virtua Racing™ Deluxe

So you think you know racing? Start your engines and put on your gloves. With dazzling polygon-based graphics, this instant classic puts you in the driver's seat. The sensation of screaming around in one of three different Formula One race cars on one of six tracks is so real, you'll be reaching for your seat belt. It looks and races just like the arcade version, with graphics moving twice as fast as in the first *Virtua Racing* game on Genesis. You get four points of views that you can change anytime during the race, smooth controls, and white-knuckle realism that'll have you sweating bullets.



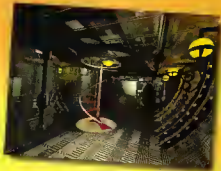


# for the Genesis 32X



## Fahrenheit™ CD

Fire roars out the windows. Glass explodes from the intensity of the heat. Smoke is everywhere, and you're in the middle of the action. It's the red-hot realism of Tru-Video™ plus the Genesis 32X, and you're the firefighter. It's up to you to rescue the unconscious people inside and to extinguish the hungry flames. Put on your helmet and brave the inferno.

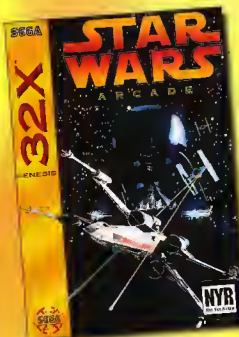


## Shadow of Atlantis™ CD

An incredible underwater adventure! Something evil has inhabited the ruins of Atlantis, and the fate of the world and humanity rests solely in your hands. You navigate the submarine *Nautilus* through the mysterious city to find and destroy the horrendous Kraken. The graphics are so real, you'd better hope that you don't get seasick as you maneuver your sub along the ocean floor. The spooky CD-quality sound effects are so convincing that you'd better hope you don't become claustrophobic either.

## Tempo™

Tempo is a hip-hop grasshopper with an attitude. His peaceful life on Planet Rhythma is suddenly shaken when the vile space octopus King Azolos brainwashes his insect friends. Now Tempo must battle the evil King and his horrible hordes. Tempo has hot moves and hot music (music is his life!). This game is packed with CD-quality sound ranging from jazz and lullabies to electric, brass, and tropical.



## Star Wars® Arcade

Will Luke, Han, and the rest of the Rebel Alliance defeat the evil Empire and the dark side? You decide as you pilot your X-wing fighter on the fastest-paced flying adventure ever. You'll tear through space as textured, polygon-based graphics explode across the screen in mind-numbing intergalactic action.

## Super Motocross™

*Super Motocross* on Genesis 32X has all the elements of real dirt-bike racing: the dust in your eyes, the mud in your hair. Gut-wrenching 3-D graphics let you see your way through obstacles from two perspectives — one from the driver's point of view, the other from slightly above. It's packed with revved-up realistic action on three classes of motorcycles and 15 spine-jarring courses!



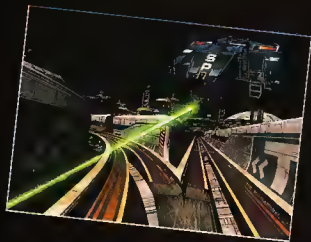
## Doom™

This hot title is based on the wickedly popular PC game. You're a tougher-than-nails marine biding time at an outpost on Mars. When an interdimensional space travel experiment goes wrong, it unleashes thousands of unspeakably evil monsters into your world. You're the only one who can save the universe from their horror. With graphics like you've never experienced, it's a horrifyingly realistic 3-D nightmare.



# sega GAME Feature

## SEGA CD



## LOADSTAR



Every ship and system in Loadstar: The Legend of Tully Bodine is first engineered for accuracy and mechanical validity. On Sega CD and Sega CD 32X, this title will put you in orbit.

PC gamers can look for the CD-ROM version this fall, distributed by Sega.



## Hot New Developer Sets Sights on Sega CD

# Making Game Design Look Like Rocket Science

In an unassuming brick building in Berkeley, California, video game history is being made by an unusual collection of...well... Rocket Scientists.

Rocket Science is a unique development company that's looking to define the next generation of video games and interactive entertainment. Combining the hottest talent from Hollywood's major movie studios, Silicon Valley's top computer firms, the nation's leading game companies, and spectacular special-effects houses like Industrial Light & Magic, Rocket Science is building games like you've never seen.



Traditional cell animation is one of many ways Rocket Science brings games to life.

many Sega CD games), said Rocket Science is more like a movie special-effects house than a traditional video game developer.

To create the games it will launch this fall, Rocket Science has recruited key talent from Industrial Light & Magic, Amblin Entertainment, LucasArts Games, Marvel Comics, General Magic, Apple Computer, and SuperMac technology. This creative fusion is evident the moment you walk into the Rocket Science Studios.



Loadstar special-effects artists are concentrating on the various endgames (which means they've created a lot of ways for you to blow up).

## The Best Of All Worlds

"A lot of the same skills that go into making a science-fiction movie go into making a Rocket Science game," says Peter Barrett, the company's cofounder and executive vice president. Barrett, who created Cinepak (the compression technology used on



Combining graphical images with advanced special-effects technology, Rocket Science is creating exciting new games.



Several layers of complex special effects go into each action shot.

## Bigger, Better Bangs

"There are so many ways to make things look real, and we're inventing new ones," said Barrett, pointing out how Rocket Science's team approaches video images. The team uses actual props, computer-generated models, traditional matte paintings and cell animations, advanced morphing technology, and a proprietary trick or two to create the sort of special-effects realism you'd expect from a major motion picture...only it's interactive.

As an example, Executive Producer Mark Mullen showed a single explosion scene that combined more than 25 layers of visual effects. The painstakingly detailed scene (which lasts only seconds) makes the game experience incredibly real.

## New Games Coming Soon

**Loadstar: The Legend of Tully Bodine** will be Rocket Science's first release. Created by Ron Cobb (whose movie credits include *Alien*, *The Last Starfighter*, and *Conan the Barbarian*) and starring Ned Beatty, this futuristic Action game casts you as a truck

driver on the moon, hauling a load of genetically engineered camels. This will be followed closely by *Cadillacs and Dinosaurs*, an action-packed eco-fable set in a future where dinosaurs and desperadoes rule the land. The team is also working on *Darkride*, a Puzzle/Action game that revolves around Dr. Moriarty "trying to fry Sherlock Holmes's head."

"From day one, this technology was designed to work on Sega CD," said Barrett, pointing out that the 60-field-per-second animation and proprietary Rocket Visions technology will give gamers a visual feast. The nature of the technology makes it easy to cross platforms, he said, and noted that the company already has plans for the Sega CD 32X. "It will look outrageous on the 32X in true color," he says.



David Nakabayashi is working on *Darkride*, a turn-of-the-century virtual-reality game described as "Babe Goldberg meets a roller coaster meets miniature golf in hell."



When *Cadillacs and Dinosaurs* (seen here in early scene designs) comes out this fall, it will feature 2-D objects in a 3-D world. The result will be an interactive, multiplane comic book that gives gamers nonstop action.





# sega GENESIS

## GAME Feature

# Super Street Fighter II

Head to Head with the New Challengers

## So You Want Features?

Super Street Fighter II has got 'em. Check out this impressive list of Genesis features:

- ✓ 40 megs of game. The SNES limps in with only 32 megs.
- ✓ Five degrees of game speed (the SNES has only four).
- ✓ Ability to battle any warrior in any background.
- ✓ Five game modes: Super Mode, Versus Mode, Group Mode, Tournament Mode, Challenge Mode.
- ✓ Eight possible clothing color combinations in head-to-head matches.

## OVERVIEW

*Super Street Fighter II* is blasting Genesis units coast to coast with 40 megs of powerful features you won't see on the SNES. Last issue *Sega Visions* gave you the word on the hottest *Street Fighter* yet. Now we're blowing the lid on the new challengers, their hot moves, and some phenomenal combination attacks. This latest release in the *Street Fighter* series is giving you — or you and a friend in a two-player match — new characters and more modes than ever before. The old, familiar characters have been smoothed out and are even faster. You'll see some new moves in their bag o' tricks as well! We've followed this hot Fighting title from its early days in the arcades, and gotta tell ya: This is the hottest version to date. Call it the game that kicked Nintendo's butt. When it comes to street fighting, there is no other contender.

PUBLISHER: Capcom

PLAYERS: 1 or 2

CONTROLLER: 3- or 6-Button, Arcade Power Stick (recommended)



## Fei Long

### Rekka Ken



Press Down, Down/Toward and Toward with any punch button. You can throw this move three times in a row for major damage.

### Hurricane Kick



Charge Away for two seconds, then press Toward and Roundhouse kick.

### Fei Long's Helio Combination



### Rising Dragon Kick



Press Away, Down, and Down/Away in a single motion and any kick button.



Attack with a leaping Strong punch. Land and crouch with a Fierce punch. End with a crouching Roundhouse kick.



New  
Challenger



## Thunder Hawk

### The Hawk



Leap Toward your opponent. While in the air, press all three punch buttons simultaneously.

### Thunderstrike



Press Toward, Down, and Down/Toward with any punch button.

### The Storm Hammer



Press the D-Pad in a 360-degree rotation with any punch button. This one can be tricky to throw.

### The Nicting Bird Combo



Simple but devastating. Leap in with a Fierce kick to the head. Land and deliver a Round-house sweep.

New  
Challenger



## Dee Jay

### Hyper Fist



Press Down for two seconds, then press Up and simultaneously press any punch button repeatedly.

### Max Out



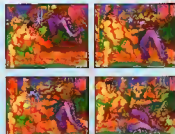
Press Away for two seconds, then press Toward and any punch button simultaneously.

### Double Bread Kick



Press Away for two seconds, then press Toward and any kick button simultaneously.

### The Dread Combo



Jump in with a Fierce punch. Land with a Strong punch/Fierce punch and finish with a killer slide.

Special  
Moves!

New  
Challenger



## Cammy

### Front Kick



Press Forward, Down, Down/Toward and any kick button.

### Cannon Drill



Press Down, Down/Toward, Toward and any kick button.

### Spinning Knuckle



Press Away, Down/Away, and Toward with any punch button.

### Cammy's Three Hits of Doom



Attack with a Jumping Fierce punch. Land with a crouching Fierce punch and finish with a crouching Roundhouse.

Special  
Moves!



Continued on page 20



## Ryu

Undoubtedly the most popular good guy in the World Warriors Tournament, Ryu is a lifelong master of Shotokan karate. He seeks only to perfect himself in the spirit of karate. Ryu's Red Sun Fireball is the perfect precursor to any number of combinations.

### Red Sun Fireball



Press Away, Down/Away, Down, Down/Toward and Toward in one smooth motion with any punch button.



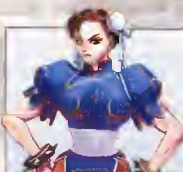
## Sagat

Once the reigning King of the Street Fighters, Sagat fell to Ryu's skill and plans to regain his title at any cost. He trains near the temples of Thellend. Along with M. Bison, he is the most well rounded of the World Warriors. His Tiger Knee and Tiger Uppercut are powerful attack techniques.

### Tiger Uppercut



Press Toward, Down, and Down/Toward with any punch button. This move is particularly effective when you can catch your opponent in the air.



## Chun Li

There ain't no woman warrior like Chun Li! One of the most athletic World Warriors, Chun Li hails from China and is in the Tournament to discover who murdered her father. Her new power moves are the High Side Kick and the Kikoken Fireball.

### High Side Kick



Stand close and Fierce kick when your opponent is jumping.

### Kikoken Fireball



Charge Away for two seconds, then press Toward and any punch button.



## M. Bison

Who doesn't know M. Bison, the ultimate evil villain? He heads the mysterious, deadly Shadowlaw organization and has wreaked havoc with the lives of most of the World Warriors. What he knows about Cammy, she may not want to find out! His Flying Psycho Fist is very, very nasty.

### Flying Psycho Fist



Charge Down for two seconds, then press Up and any punch button.



## Edmond Honda

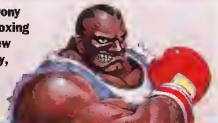
Known as E. Honda to the fighting world. Does anyone know why his mother named him Edmond? The reigning Japanese master of sumo, Honda stepped out of the arena and into the street fighting ring to prove to the world that sumo is a truly majestic sport.

### Sumo Splash



Charge Down for two seconds, then press Up and any kick button.

Balrog is a Shadowlaw cronny with a wild, aggressive boxing style. He's picked up a few new moves along the way, making him a better contender for the World Warriors title.



## Balrog

### Shoulder Buff

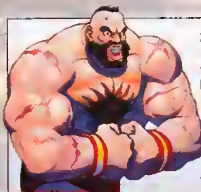


Charge Down for two seconds, then press Up and any punch button.

### Trip Punch



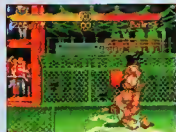
Charge Away for two seconds, then Toward and Jab punch.



Zangief is a big, good-natured Russian who wrestles bears for fun. He's totally fearless, he doesn't mind walking into a punch, and he's into big power moves. Zangief entered the World Warriors Tournament because he thought pilingriving the best fighters in the world would be...fun.

## Zangief

### Siberian Suplex



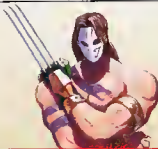
Press the D-Pad 360 degrees and any kick button as you finish the rotation. You have to do this one quickly or Zangief will not throw the move.

### Siberian Bear Crusher



Press the D-Pad 360 degrees and any punch button as you finish the rotation. As with the Suplex, you have to do this one quickly, or Zangief will not complete the move.

Known as the Spanish Ninja, Vega combined the skills of a ninjutsu and matador to create a new fighting technique. He is vain and egotistical, hiding his pretty face behind a mask so it won't become scarred in battle.



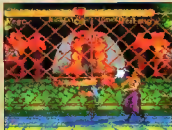
## Vega

### Hit the Wall Claw Dive



Charge Down for two seconds, then press Up and any kick button. While in the air over your opponent, press any punch button.

### Hit the Wall Claw Thrust



Charge Down for two seconds, then press Up and any punch button.

## HOT HINTS

- ✓ You'll notice that moves tend to follow patterns from character to character. Memorize the patterns and you'll become a faster, more versatile player.
- ✓ Fast, single hit attacks are good set ups for multi-hit combinations.
- ✓ You get more points by scoring first hits and pulling off combinations than you do by flashy one-hit attacks. Remember — the object is to win.
- ✓ Catch your opponent by surprise by coming in high and finishing low, or vice-versa.



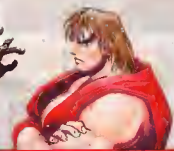
## Dhalsim

India is Dhalsim's home and the name of his game is yoga. Dhalsim seeks only to unify his mind, body, and spirit, and to test his skills so he can rise to a higher state of consciousness. Dhalsim gets the most benefit out of a graphically improved background and smoother animation. His moves are just as hot and just as slick.

### Yoga Fire



Press Down, Down/Toward and Toward with any punch button.



## Ken

If ego were money, Ken would be a millionaire. He let his fighting skills slip for awhile, but a challenge from Ryu got him on his feet and training hard. His Flaming Dragon Punch is the result.

### Flaming Dragon Punch



Press Toward, Down, Down/Toward and the Hard punch button. Flame on!



## Guile

He's a lean, mean, paramilitary fightin' machina. Guile is an ex-Special Forces commando who's joined the Tournament to avenge the death of his copilot on a mission in Thailand six years ago. M. Bison is involved somewhere, and even with your nose plugged you can smell a blood feud coming. Guile holds no new surprises. He's the same...smooth, strong, and reliable.

### Flash Kick



Charge Down for two seconds, then press Up and any kick button. Boom!



## Blanka

Ever have your butt kicked by a rain forest? Let this electrical mutant from Brazil get the upper hand, and that's what will happen. He learned his attacks from studying creatures of the jungle. He entered the Tournament to achieve greatness and to find the link to his mysterious beginnings. His Vertical Rolling Attack takes bowling to the air.

### Vertical Rolling Attack



Charge Down for two seconds, then press Up and a kick button.



DO NOT ADJUST

LOCK ON TO A NEW HORIZON.



ALL VIDEO,  
FULL SCREEN,  
ONLY ON  
**SEGA CD™**





# YOUR MAGAZINE



## TOMCAT ALLEY™ ON SEGA CD.



(ACTUAL SCREEN SHOTS)

Forget cute little computer animation. Tomcat Alley is the real deal, hotshot, with balls-to-the-wall live action. It's full-screen, full-on aerial action like you've never experienced. Tomcat Alley features seven different combat missions against air and ground targets. And you don't just see the action from under the canopy, you also get a bird's-eye view outside the plane. In fact, Sega TruVideo™ technology takes you as close to the edge as you can get without packing your own chute and wearing one of those helmets with the goofy nicknames on it. Once you've been to Tomcat Alley and back, no little simulator game will do. So bail out on the rest and lock on to the real jet fighter action of Tomcat Alley. Only on Sega CD.

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**SEGA™**

# sega GENESIS

## GAME Feature

## To Kill, Kiss, or Bottle-Feed?

With *Mortal Kombat*® II Coming to Genesis, That Is the Question!

### I Love You, You Love Me...Splat!

We all knew that the only way to make *Mortal Kombat* better was to add new characters and new moves. The designers could have taken the easy way out and made *Mortal Kombat II* a bloodless, watered-down sequel to the first game. Or they could have gone overboard in the other direction and made every single move blood soaked and nasty. Instead they showed sheer brilliance by bringing in new characters with challenging new moves, including the hilarious Babalities and Friendship moves. These moves

are often more difficult to throw than the original—and new—Fatalities, and they add some wacky humor to this top-rate fighting title. And though we understand that the designers didn't put them in as any kind of political statement, the Babalities and Friendship moves do point out the fact that a good Fighting title doesn't have to depend on gore to be good (though the gore can be kinda cool). *Mortal Kombat II* may carry an MA-17 rating, but there's much more to it than gruesome Fatalities.



Niteaza slings the purple. Uh-oh.



Uh-oh. Liu Kang is about to put a seriously fatal bite on Sub-Zero.

# MORTAL KOMBAT II

MORTAL KOMBAT® II © 1994 Licensed from Midway® Manufacturing Company. All rights reserved.

### OVERVIEW

OK, OK; we know you've been waiting for it. We know you've been wondering whether or not the Fatalities, Babalities, and Friendship moves would be in. You've asked what the rating would be. We know you want to know 'cuz we have about 100,000 letters that say so! So here's the official news: *Mortal Kombat II* is coming to Genesis this fall. It's going to be big and bad...full of Fatalities, Babalities, and the awesome Friendship moves. Featuring the new characters with their new moves. And all the action you've come to expect from *Mortal Kombat* on Genesis.

PUBLISHER: Acclaim

PLAYERS: 1 or 2

CONTROLLER: 3-Button, 6-Button, Activator,  
Arcade Action Stick (Recommended)



## Mortal II on Game Gear Too



The trademark moves of the Genesis version will appear on the Game Gear as well.



The Game Gear version delivers a particularly nasty fatality for Reptile.



# MORTAL KOMBAT®

## New Kids on the Block

*Mortal Kombat* fans will find the original cast ready to do battle along with some new faces. Headlining the newcomers is a youthful version of Shang Tsung, who impacts your screen with two Fatality moves and the newly famous Rainbow Joy Friendship move. Kitana and Mileena are two new female characters with particularly gruesome Fatalities and Friendship moves that feature cakes and flowers. Kung Lao looks like a cross between Rayden and Liu Kang. If he tips his hat to you, it will be the

last thing you ever see... unless he pulls a rabbit out of it. For pure ugliness and bad attitude, Baraka can't be beat. His long spurs stick and slice. He might even give you a present. You can play as the hidden character from the first *Mortal Kombat*, Reptile. If the game follows the arcade format, you might find hidden characters as well.

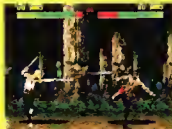
Now it's official. You know that *Mortal Kombat II* is on the way. Look to a future issue of *Sega Visions* for an in-depth strategy guide to beating this awesome game.



Jax has a mean throw. Who is battling in the distance?



Sub-Zero can now flame ice across the ground.



Even though Jax and Baraka got it going on, the real action is in the background, to the left of the taced tree. Who's the green ninja?



Jax gets ready to give Reptile a broken back. Youch.



Shao Khan is another spectacular new character.



Even though you can now play as Reptile, Kintaro is an unplayable boss character from Goro's realm.



Baraka gets ready to unleash his spinning blade move.



Baraka is just a kid at heart. But he's still ugly.

# WELCOME TO THE NEXT LEVEL

In  
Toys!

## Sega's Latest Innovation: Toys with Attitude

When you've already created the greatest video games in history, when you're leading the way in new technology, and when you've inked a deal with one of the largest movie studios in the country, what new worlds of entertainment and fun can you set out to conquer?

You guessed it—Sega has a brand-new division: Sega Toys!

The continued quest for excellence in entertainment has lead Sega to take all the excitement, interaction, technology, and fun of video games and apply the experience to TOYS. Count on upcoming issues of *Sega Visions* to have all the latest hot-off-the-press news about the coolest toys to shape the future.

## Expect the Best

Before we give you the debut scoop, we want to give you an idea about what to expect from Sega Toys. According to Roberta Jacobs, vice president and general manager of Sega Toys, plans include products in three categories: electronic learning aids, electronic games, and youth electronics. She says that when it comes to toys and technology, Sega has two philosophies: First, Sega believes the application of technology to toys can truly cre-

ate magic. But it's only magic when it's interactive. This magic occurs when the player—not the technology—controls the interaction. Second is the belief that kids are happiest when they're in control and making the choices. In other words, you won't see any "watch me"-type games from Sega. What you will find is toys that unleash the magic of interactive entertainment through leading-edge technology.



### Pico

Japan's No. 1 new preschool toy.

Is it a computer or a toy? Well actually it's a computer that thinks it's a toy. Parents will think it's a bright-colored laptop computer; kids will see Pico as their very own game station packed with fun. Pico looks like a small suitcase with connections that hook it up to the TV. It opens to reveal a magic pen (instead of a mouse), a drawing pad, directional keys, and a slot in which you insert the software. The software (aka storyware) is actually in the form of a storybook that a young child can easily pop into place. Every flip of the storybook page and every movement of the magic pen determines vivid on-screen action.

Kids ages 3 through 7 will enjoy interacting with great musical storybooks such as *Huckle and Louie's Busiest Day Ever* by Richard Scarry. Each sto-

rybook is filled with more than 20 activities that teach basic skills like counting, spelling, and matching as well as activities that improve developmental skills. Problem solving, memory, logic, and motor skills become child's play with titles like *Mickey's Blast Into the Past*, *Ecco Jr. and the Great Ocean Treasure Hunt*, *Tails and the Music Maker*, *Magic Crayons*, and *A Year at Pooh Corner*.

The variety of activities and games within each storybook make Pico age and skill versatile. While younger children in the family will enjoy pointing at objects and watching the result on the screen, older kids will like drawing and animating their own cartoons. Pico actually lets kids "lift" and animate any character from the storyware pages and add it to their own composition.







## Pocket Arcade

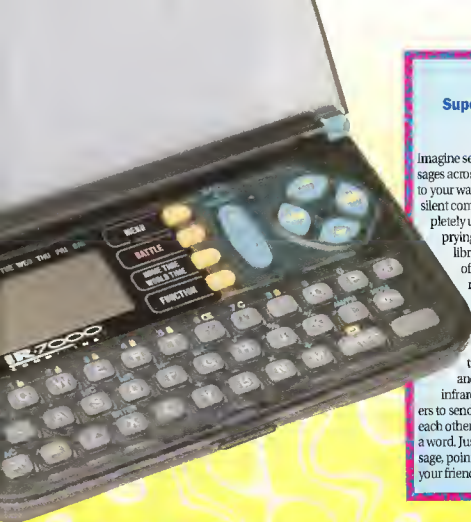
Now you see it,  
now you don't.

(Good things do come in small packages.)

How much fun fits in a pocket? Tons, with these games. Pocket Arcade is a line of miniaturized handheld LCD games with a unique "conceal and reveal" feature. When you're ready to play, just hit the button, and the hidden screen flips, pops, or pivots into view. Time to shut down? Simply close it up and stick it in your pocket—you're ready to roll.

Stuck in a long line? Pocket Arcade will give you an instantaneous attitude adjustment. At a moment's notice, you can play hot Sega titles like *Amaz-*

*ing Sonic* (with 12 nonstop levels), *Eternal Champions* (with 30 fighting combinations), or *Ecco the Dolphin* (with seven seas to explore). There are Sports titles too (remember that next time you get benched), like *Sega Sports Football* and *Sega Sports Baseball*. Unlike other LCD games, Pocket Arcade games have Turbo Power and nearly double the amount of graphics. As a matter of fact, Pocket Arcade games have more levels, more action, and more brain-twisting excitement than any other stand-alone handheld game.



## IR 7000

Super secret message machine with much, much more inside.

Imagine sending invisible messages across the hushed library to your waiting friend, your silent communication completely undetected by the prying eyes of the school librarian. If you're tired of your wadded-up notes being confiscated, you might be ready for the IR 7000.

The IR 7000 is a miniature electronic communicator and organizer. Invisible, infrared beams allow players to send secret messages to each other without ever uttering a word. Just type in your message, point, click, and wait for your friend's hopefully quiet

reaction. You can even add a password for ultimate security.

Besides breathing new life into boring study-hall periods (or snoozer editorial meetings), the IR 7000 has other useful functions. It's a calendar to keep track of a busy schedule — soccer practice at 10:00, hoops at 3:00, pizza at 6:00 — a calculator, an address/phone number database, a memo keeper — “study for Advanced Physics exam tomorrow” — an alarm clock, and a world clock with a scrolling world map. And the commands work in ten languages! The IR 7000 also has an LCD game (it is from Sega after all) that you can play alone or against a friend across the room.

## Pods

Hold the peas, please.

If we said this was a hands-on game, we'd be lying. Well sort of, 'cuz you play with Pods without ever actually touching them. Pods are three futuristic orbs that react to your hand movements. By waving your hands over each interconnecting Pod at different levels, you trigger lights and sounds through multi-level infrared beams and electronic eyes. (We told you it was futuristic.)

There are six challenging games you can play with Pods — alone or with a group of friends. Whether you're playing *Lightning I, II, III*; *Add a Bear*; *Speedo*; *Color Tag*; or one of the other challenging games, you'll be practicing some serious hand-eye coordination.

No matter what your age, if you like competition, there's no doubt about it, you'll love Pods.



Lonely feline with limited range  
mildcat companion who's content to play  
the same few familiar games.

**SINGLE, VERSATILE,  
ATTRACTIVE  
ENTERTAINER  
SEEKS PASSIONATE  
GAME PLAYER FOR  
NON-STOP ACTION.**

Concerned parent of two Italian brothers  
seeks old-fashioned partners for her plumber  
sons before their careers go into the toilet.  
No newfangled CD technology, please.

RM 2 unbordered

sources may

**Introducing the Genesis CDX™**

**SEGA™**





# Location is Everything

## Quentin

You learn that Traeger, the Sword of Darkness, is said to be in a church somewhere.

## Shlrster

Krystal's brother, Marcus, is mentioned as looking for Traeger.

## Milsey

Katrina, a young priestess with magic power, is mentioned.

## Dios

Traeger is mentioned as hidden at the church of Zolt. Also, you'll find Marcus in the church, but you'll first need to find Traeger to release him from the black-magic bondage spell keeping him in chains.

## Toote

You're told that the mayor's family, in the town of Dreik, wants the Ancient Scroll. Also, talk to the alchemist to receive a small package to deliver to the Pawnshop in the town of Nieve.

## Nieva

Give the Shopkeeper the small package, and receive the Ancient Scroll.

## Dreik

Give the mayor the Ancient Scroll, and he'll give you 5,000 gold pieces.

## Iyaltils

You learn that the Shining Jewel (not to be confused with the Jewel of Light!) is at the village of Nast, at that church (pay 100 times).

## Zolt

Get Traeger in this town (only if you have the Shining Jewel from the town of Nast). Now return to Dios to release Marcus, your brother. He'll then join your party.

## Kaus

Katrina, the Priestess of Tobis, is in the church, but you'll need a special ring to heal her. Also, get the Shinobi Knife (used by any Lawful Fighter) from the Pawnshop's attendant.

## Nast

Here you'll receive the Shining Jewel, but first pray in the church 100 times.

## Ridley

Speak with all the villagers, and they will tell you about the hidden elven village deep in the forest. Note: the villagers will talk only to an Elf or Hobbit (they don't like Humans or Gnomes very much).

## Arien the Elven Village

Go southwest from Ridley, and you'll find a slightly discolored patch of forest within the woods. If you've talked to everyone in Ridley, search the spot to reveal the village. The Mayor will ask you to rescue his granddaughter from the Humans. He will give you the Blue Crystal.

## Woods

In this town you'll find Kimberly. She'll tell you to rescue Marcus.

## Laguna

A mountain area northwest is mentioned. Make sure you've talked to everyone in this village. Now, head to a mountain area with a hole in it. Search there to acquire the Statue of Vulcan.

## Kalua

In this town you'll receive the Talisman. From here, head right to a big tree in the Lomsaire Forest. Use your Talisman to reveal the Town of Sharktan. Get the Goat's Blood.

## Teydon

Give the Goat's Blood to the Mayor to receive the Rebirth Spell.

## Sharktan

Vian's sword, Slayer, is mentioned. You are told to talk with the weapons smith of Wilis. Don't forget to talk to the person inside the mansion. He'll tell you to go to the towns of Dragonia, Paradis, and Nautia. You'll find help from Sharktan's clansmen in each town. The person will then give you the Sharktan Amulet (aka Sharktan Talisman) to get each clansman to aid you.

## Cheshira

It's mentioned that the Jewel of Light is located in a desert shrine.

## Yantz

Gather all the information in this town, then go to Tobis.

## Tobis

Talk to Katrina's boyfriend in the Tavern. To get the Ring from him, you must journey back to Yantz and speak with the wizard in the Town Square. Go back to Tobis to get the ring from Katrina's boyfriend. Now, return to Yantz, and the wizard in the Town Square will return the Ring's magic. Return to Kaus.

## Shinobi

Send your fighter with the Shinobi Knife northeast to Tobis in a forest area between two mountain ranges. You'll find the Shinobi Mallet (a secret place where warriors train) in the Martial Arts of Shadow Ninjitsu. Talk with the mayor to train to be a Ninja.

## Kaus

Enter the church and give Katrina the Magic Ring. She then joins your party!

## Paradis

Information about the whereabouts of Dandelea, the Earth Spirit, is offered. Show one of the villagers the Sharktan Amulet, and you'll receive the Flying Clothes.

## Dragonie

Show a village the Sharktan Amulet, and you'll get the Ring of Dragonriders. Pick any fighter, and stand him next to any dragon. Use the Ring on the dragon to become a Dragonrider.

## Nautia

Go to the church with the Sharktan Amulet to talk to the Sharktan Clansman. He'll give you the Water of Heaven and the Fly Saddle.

## Asai (town)

Slayer, Vian's sword, is sealed somewhere in Cheshire. Troubadour traveled toward Runvail. Just outside the town, search below the bridge for the Mirror Shield.

## Palwa

Dandelea is hiding near his favorite tree around the Runvail area.

## Runvail

A reference is made to the Bazaar at the Town of Nieve. Another reference is made to the Elven Tears and an Oasis where the Goddess might be residing. The mayor needs the famous Sage Tea from the city of the same name (it's west on a Volcanic Island).

## Volcano

It's west from Runvail. Stand on the upper left side of Volcano and use the Statue of Vulcan to redirect the lava flow into the sea. The villagers of Sage will then return.

## Sage

You'll be thanked by the villagers, and then receive the Healing Ring from the mayor. Buy some of Sage's famous Tea, then return to Runvail.

## Runvail

Give the mayor Sage's Tea to calm his nerves. Once calm, he'll inform you that Dandelea is in a tree directly south; then the mayor will hand you the Earthen Bowl to summon the Earth Spirit.

## Rufus

Speak with all the villagers, then journey to Garmesh. The W Horse is said to be in this area. Pray at the church more than eight times, and the priest will tell you that the Water Mirror is on a Mountain Island southeast.

## Water Mirror

It's found on an island southeast of Rufus. To break the barrier preventing you from getting the mirror, you must send Marcus to do the task.

## Pacilite

The priest at this church has the Mystical Rod. Pray more than 200 times at the church, then talk to the priest to receive the Hobbit Rod (aka Mystical Rod). It is said that the W Horse can be found in a hidden spring within the forest northwest, just outside the town.

## W Horse Spring

(Send Katrina.) Above Pacilite, search the small forest (only in the morning). You'll capture the horse only if you have the Fly Saddle.

## You're on Your Own

Well, we got you started. Now you have to unravel a few dozen more ~~clues~~ <sup>clues</sup>. Face the four evil Elementals, and meet the Dark Wizard face to face. And remember, this is just the first of four possible approaches to the game. Hey, we said it was hundreds of hours of game play, didn't we? Good luck.

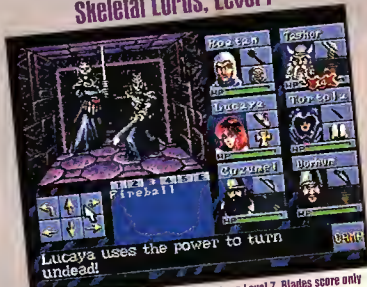
# Secrets of Eye of the Beholder

Sega's epic new RPG, *Eye of the Beholder*, is full of hidden characters, secret weapons, special bonus quests, and other mysterious goodies. To help you get started, here are tips on gain-

ing allies, the lowdown on some of the characters you can recruit, and some hot hints on bonus quests that pay off big in Experience Points and really vicious weapons.



## Skeletal Lords, Level 7



Use maces and magic on the Skeletal Lords on Level 7. Blades score only half damage.

## Mind Flayers, Level 11



Very tough. One blast can paralyze your whole party, so never face them head-on. Stop around a corner and attack their flank. Keep doing this till they're monster mush.

## The Stone Portal Express

The Stone Items you collect throughout the dungeon will let you zip around through the Stone Portals. Here's a list of the items, where they can be found, and which levels they connect:

STONE ITEM	WHERE FOUND	TRAVELS BETWEEN LEVELS
Dagger	Level 2	7 and 9
Scepter	Level 4	7, 8, and 10
Necklace	Level 5	5 and 7
Medallion	Level 5	4 and 7
Ring	Level 6	6 and 10
Orb	Level 11	11 and 12
Holy Symbol	Level 11	7 and 11

## Hidden Characters

Each of these characters can be found in the dungeons and recruited in your struggle against the Beholder.

### Tod Uphill, Level 5 Thief



The last thing I remember was falling down into one of the sewer drains.

Found as bonus near the dungeon entrance, he can be resurrected on Level 5. Collect his lock picks.

### Tyrre, Level 6 Ranger



Sure, I could probably help you along, but I am a pretty good ranger.

Dead as a doornail, down on Level 10. Good strength, OK hit points, great with a bow and arrow.

### Any, Level 4 Fighter



My conscience and I did fighting the nation of Xenithan.

Good, tough warrior. She's dead when you find her on Level 3, but she can be resurrected on Level 5.

### Kirath, Level 7 Mage



Now you probably think I owe you for resurrecting me.

Another dead dungeon dude for the resurrection route. Kirath is a good mage found on Level 11, although magic becomes less important than the ability to soak up blows on these levels.

### Meria, Level 6 Cleric



I see that because of my faith, I have been given another chance to carry on my mission of good.

By the time you find her bones on Level 7, you'll probably have a Raise Dead scroll. If you already have a Cleric in your party, you might want to pass her up for a Fighter or Mage.

### Beohram, Level 7 Fighter



Will you allow me to join you and finish my quest against the evil which plagues Waterdeep?

Your other Fighters should be just as tough as this guy by the time you find his remains on Level 8.

# Advanced Dungeons & Dragons

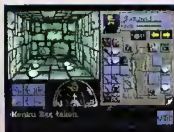
## EYE OF THE BEHOLDER



### HOT HINTS

- ✓ You'll find an abandoned dart trap on Level 8. Load it up and lure a monster inside. You'll get +5 Adamantite darts in return.
- ✓ A sign on Level 9 reads "It is written, the key lies on the other side." A jewel or rock might come in handy.
- ✓ Remember those extra Kenku eggs? They'd look good on some shelves on Level 10. Just be
- ready to fight for all the extra booty they'll reveal.
- ✓ There's a Dwaiven Healing Potion on Level 11. If you don't get it up to the Dwarf King on Level 5, you're gonna have a real tough time winning this game.
- ✓ Xanathar (the Beholder) has a trap set for you on Level 12. He can't make himself invisible, but you can.

## Sometimes You Gotta Break a Few Eggs To Get Secret Weapons and Win Friends (Sorta!)



Collect the Kenku eggs on Level 6 and put them in the Nest.



Once you've gathered them all, you'll get a +5 Halberd.



Take TWO eggs with you, leaving the others in the Nest for later.



When you meet the Drow on Level 7, choose Bribe. Now the Drows will let you pass throughout the level.

## Beating the Bad Guys

Here are some handy tips to avoid getting toasted by monsters down deep:

### Giant Spiders, Levels 4 and 5



Put two poison-resistant dwarves up front and fire arrows and missiles as you retreat.

### Kenku, Level 6



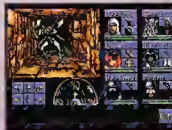
These guys fire off magic missiles on sight. Sidestep as soon as you see them, then close in for combat.

### Rust Monsters, Level 9



They eat metal, so equip your front rank with leather armor. Fire ranged weapons as you retreat.

### Mantis Warriors, Level 10



They throw daggers on sight, then close in with a halberd. Sidestep when you see them, then close in. Mantis Warrior blades can paralyze, so keep a Cleric "Remove Paralysis" spell ready.



# sega GAME Feature

SEGA CD  
GENESIS

## BRUTAL

Paws of Fury

### Animated, Animalistic Martial Arts

Here's your invitation to the tournament. Only gamers with warrior spirit need enter. *Brutal* for the Sega CD from Gametek is a martial arts title starring some fierce furry fighters. One or two players choose from ten characters and must earn special moves from the Dali Llama. With tons of great intro and cinematic animation, wonderful island fight locations, and controllable instant replays, this game has humor and depth. Sharpen your claws—the tournament has begun.



You can scent victory at the foot of the Waterfall. Jump and leaves left.

### Tai Cheefah vs. Kung Fu Bunny

The Dali Llama wanders the globe every four years in a search for the greatest warriors. He judges them on martial arts prowess and what he calls the warrior spirit. Those found deserving are invited to a tournament on Brutal Island, where they compete for the right to wear the Belt of Heaven. The combatants are Kung Fu Bunny, Tai Cheefah, Kendo Coyote, Foxy Roxy, Rhei Rat, Prince Leon, Ivan



Take it muzzle to paw in the Dojo. the Bear, The Pantha, Karate Croc, and of course, The Dali Llama. May the best fighter win.

### A CD Chock-Full Of Fun

For starters *Brutal* has more than 200 sprites (animations) per character, ten fight locations, musical scores for each character and location, sampled voices for the fighters, and at least four unique special moves per fighter. Two unusual features set this title apart from the rest. First, there's a Belt System in which the fighters earn new belts by proving themselves. Second, the Learning System gives fighters who have per-



The furred fighters fight it out in the Courtyard. Nice fountain.

## Light on Carnage, Heavy on Fun!

### A Fist Full O' Fun

Feelin' frisky, Fight fans? There's a great crop of nontraditional Fighting games coming to Sega owners. These titles have all the depth and strategy of fatality-filled games without the gore. Plus they've all added a weird little twist or two that you won't find elsewhere.

Good Fighting titles can be a fist full o' fun without all the sensationalized violence. Cartoon characters are a kick, and the bad boys require top-notch technique to beat. Take a look at *Brutal* from Gametek for the Sega CD, *ClayFighter* for the Genesis from Interplay, and *Balaz* for the Genesis from Accolade.

Yup. They have fist-in-face Fighting action, but the worst you'll see is a flattened furry thing, some scattered spheres, or pounded play-dough. There's not a drop of blood or a humanoid-looking fighter in the bunch. But that doesn't mean they're simplistic or easy. They're serious Fighting carts.



In the Screen Room, fighters are visible only in the center of the room. The rest of the time, you must fight while watching their shadows on the screens.

formed well a chance to grasp a new and special move. The Dali Llama gives you three chances to learn and properly replicate the move. If you haven't gotten it in three tries, he becomes weary of your incompetence and departs.

You keep the special moves you have learned in previous games through the use of a password. As an added gloat feature, the instant replay shows the whole previous bout if you wish. The winner controls the replay.



Make your fighter choices at the Match Up screen.

### Fantastic Intro Animation



Check out the great animated intros! In this one, Ivan the Bear gets his invitation to the tournament.

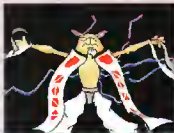




## A Few Fur-Bearing Fighters



Foxy Roxy's style of fighting is Penjai Silat. An abandoned orphan, she eventually became President of the U.N. Children's Fund.



The Dali Lama invites fighters from all over the earth to battle for the right to wear the Belt of Heaven.



Tat Cheelah searches for spiritual rather than financial riches in his quest for the Belt.



Prince Leon the lion fights for his pride. He is certain that he'll receive the Belt on prowess alone.



Here you fight under the watchful eyes of Buddha. This guy needs to go on a diet.



Welcome to the Landing. Use the instant replay to make your opponent view the losing performance again.





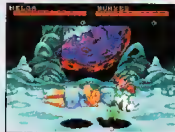
## ClayFighter



### A Carl that's Great to Clay, er, Play!

Three-dimensional clay is the order of the day in *ClayFighter* from Interplay for the Genesis. This one- or two-player slug-fest between hilarious animated clay figures is sure to be a hit with Fighting game fans. With morphing Claymation-style special moves, tons of humorous voice, Edge modern compatibility, and true Fighting-game depth and challenge, this cart can be played by John and Jane Doughs of any talent level. Knock the clay out of

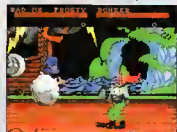
your opponent in this fun factory of a title. Sorry, there are no clay-tality moves.



Offer up some angry flying Nordic woman with Helga's Viking Ram. Tap Down, Down/Toward, then Toward, and press a Punch button.



Whistle up a whammy with Blue Suede Goo's Humming Attack. Hit Down, Down/Toward, then Toward, and tap a Punch button.



too their clay encrusted...ahem. Anyway, tag them with Bad Mr. Frosty's Snow Ball. Charge Away for two seconds, then tap Toward, and press a Punch button.



Kick booty with Blob's Clay Stamp, press Down on the D-Pad and hit the Brutal Kick.

### Blob vs. Ickybod Clay

While you're pounding dough, you'll note that each of the fighters has a fair number of special

moves — most of them hilarious and powerful at the same time. With moves like Bad Mr. Frosty's Frozen Fist, Taffy's Whack, Tiny's Sucker Punch, Blob's Buzzsaw, Blue Suede Goo's Hair Blade, Ickybod Clay's Ecto Punch, Helga's Valkyrie's Ride, and Bonker's Flying Pie, you'll have a great time fighting to become King of the Circus.



Nail 'em with Ickybod Clay's Ecto Ball by hitting Down, Down/Toward, then Toward, and pressing any Punch.



Make 'em stop a rolling ball of clay with Tiny's Medicine Ball. Charge Away for two seconds, then hit Toward, and any Punch button.



Test-drive Bonker's Cutting Cartwheel by charging Away for two seconds, then pressing Toward and one of the Punch buttons.

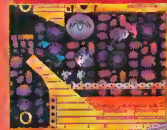
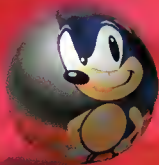


Twirl up a good one with the Taffy Tornado. Press Away, Away/Down, Down, Down/Toward, then Toward, and hit a Punch button.



# SONIC THE HEDGEHOG SPINBALL

ON GAME GEAR™



SEGA  
GAMEGEAR™



Also  
Available  
on Genesis





# ballz

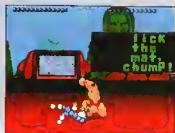
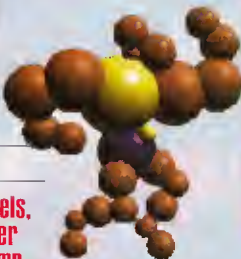
only the **RUDE** survive

## Great Ballz of Fighter!

**S**ling some spheres. Bounce some balls; that is, *Ballz*. This Genesis product from Accolade brings unique and imaginative fighting to a cyberspace future. This cart focuses on the fun of humiliating your opponent in a terrific 3-D, multicamera angle environment. There's even a unique ending for each character in the single-player game. With more than 1,000 animations, tons of special moves, instant replay from any (and we mean *any*) angle, and a bunch of great new ideas, this one may be in the Fighting genre, but it's in a league all its own.

## Taunts, Grovels, And the After Shatter Stomp

Wanna raise the stakes for both fighters? Try a Taunt. When you Taunt your opponent, you increase the damage of each hit by 150 percent...two taunts and damage increases by a factor of three and so on. The key here is that it effects both fighters, so if you Taunt and take a hit...too bad. When your fighter has less than three balls of energy left, you can Grovel. Groveling increases your energy slightly. If your opponent is feeling kind, you'll get away with it — otherwise save it for a safe moment, like immediately after you've pulled off a throw. After having beaten your enemy, you can do an After Shatter Stomp — your basic gloat dance. It's fun and it adds humiliation value to the loser's day.



Let Tsunami loose with the Ground Pound by getting Close and tapping Kick. Ouch. Yeow.



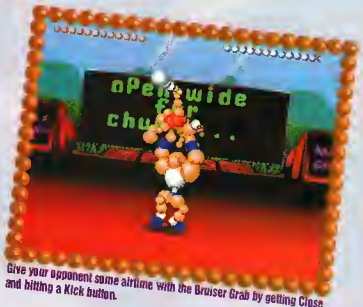
Increase the stakes with a Taunt. Hit Buttons A, B, and C simultaneously.



How about Boomer's Head Chuck? Tap Away, Toward, and Punch.



Kronk lets one fly with the Lobber Loo-gie. Hit Away, Up, and Punch.



Give your opponent some airtime with the Bruiser Grab by getting Close and hitting a Kick button.



Devine gives Boomer a Spanking by winning a Grapple — close and multiple A-Button taps.



When you have less than three balls of energy left, do a Grovel by hitting Down three times.

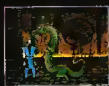


# MORTAL KOMBAT II



NOTHING, NOTHING  
CAN PREPARE YOU

COMING FRIDAY SEPTEMBER 9



FINISH HIM!



KINTARO'S™ REVENGE!



NO MERCY!



FRIENDSHIP?



IS THAT YOUR BEST?

GENESIS™ GAME GEAR™



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MIDWAY

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Acclaim  
ENTERTAINMENT, INC.

# DYNAMITE HEADY™

**THE ULTIMATE HEAD TRIP!**

MEET AN ALL-NEW HEADCASE—AND LAUNCH INTO HEAD-SWAPPIN', EYE-POPPIN' ACTION!  
 When the Dark Demon dishes out his dastardly deeds, this noggin-knockin' hero is up to his neck in trouble. Switch heads to match the job as you suck 'em up, squeeze 'em in and smash 'em down through a series of sharp-shooting action and mind-bending mazes. Then hang on for the ultimate heads-up adventure!

**ON SEGA™ GENESIS™ AND GAME GEAR™**



**CHOOSE FROM OVER 15 DIFFERENT HEADS TO GET THE JOB DONE!** YOUR BEST WEAPON IS RIGHT ON YOUR SHOULDERS!



**MOVE 'EM OUT!** USE YOUR HANDY **SLAMMER HEAD** TO REALLY GET THINGS ROLLIN'.



**SUCK 'EM UP!** **VACUUM HEAD** GETS THE BAD GUYS OUT OF YOUR WAY—WHILE YOU SCOOP UP ALL THE BONUS POINTS YOU CAN SWALLOW!





**SPIN INTO 3-D ACTION!** ATTACK FROM ALL SIDES WITH FULL 360° ROTATION! NOW THAT'S A WELL-ROUNDED HEADDY!



**STICK IT TO 'EM!** Use SPIKE HEAD TO BUST 'EM AND DUST 'EM — TALK ABOUT MAKING A POINT!



**BOOP IT UP!** NOOCIN'-KNOCK YOUR BEST SHOT IN THE HEAD-BOPPIN' SPECIAL BONUS ROUND!

**SEGA™**

**Sneak Peek**

**SEGA CD**

# Sid and Al Go Sega



Did we say cartoon physics? Think cause and effect. What's gonna happen when Sid goes for the cheese? Al is on pins and needles waiting.

## Cartoon Physics

One of the beauties of the Toon Factory is that it ain't in the real world. You can do things here you can't do anywhere else. You want to be successful at making wild, weird engines, you gotta think like a cartoon. What kind of machine could you make with a baseball, timer, chicken, and mad cat? You



Put cat and mouse together, and you'll have trampled mouse unless you can figure out where to put Sid.

can make most of the parts bigger or smaller, or flip them around to fit the mad genius of your ideas. Options include Proports, programmable parts you can use to set the difficulty of your puzzles; the Hooter, in which you can adjust sound effects; four modes; and a save feature, so you can keep your progress without having to solve all 150 levels in one sitting. There's even a nuke feature that allows you to scratch your current machine and make a new one. Look for more on this inventor's wildest dream in upcoming issues of *Sega Visions*.



OK, here's how it works. Drop the ball on the power switch. It turns on the timer. The timer goes off, whacking the chicken. The chicken lays an egg, which falls on Al's head. Al gets very mad. The egg gets conked. Gel the picture?



Sid has thrown the switch and is running for dear life.

**Incredible Toons features four modes: a design-it-yourself mode, the story mode, a grunting head-to-head cooperative mode, and school. You gotta learn somewhere!**

## Barbecue Gone Bad

Sid and Al are a couple of cartoon-cute, comical, crazy mouse and cat buddies who have had a serious outdoor cooking mishap that involves dinner, a barbecue, and a full can of lighter fluid. The result? A big-ripping brawl that gets both of them landed in the Toon Factory until they can work out their differences.

Sid and Al may be friends, but hey — they're mouse and cat. Sid the mouse is a prankster who loves to razz the cat and who will do just about anything for a hunk of cheese. Al is a very large blue cat who's a little slow to get going. But once he does, he's a little hard to stop! You want a reaction from Al? Drop something on his head. The duo looks funny, acts funny, and sounds funny. They should — their voices are done by two of the top in the business: Rob Paulson, who does the voice of Yakko in *Animaniacs*, and Jim Cummings, the voice behind *Darwing Duck*.

# Sid & Al's INCREDIBLE TOONS™

## OVERVIEW

Dynamix's happy-go-lucky cartoon cat 'n mouse are about to give new meaning to the term *contraption* with *Sid and Al's Incredible Toons* for the Sega CD. *Incredible Toons* is an interactive fun-fest of compilation, conglomeration, and just generally putting together 150 totally awesome Rube Goldberg-type devices to help mouse and cat settle their differences of opinion and get out of the Toon Factory. Featuring a classic cartoon look and feel, combined with phenomenal sounds and 30 levels specially designed for the Sega CD, *Incredible Toons* is one of the few game titles that has something for everybody, male or female, young or old. If you've ever liked playing with mousetraps and dominoes, *Incredible Toons* is a title you'll love to tinker with.

PUBLISHER: Dynamix

PLAYERS: 1 or 2

CONTROLLER: 3-Button





SEGA CD

Sneak  
Peek

# Lethal Enforcers II Slaps Leather On Genesis And Sega CD

## The Justifier That Won the West

### LETHAL ENFORCERS II: GUN FIGHTERS



#### OVERVIEW

Konami, the company that brought you last year's ultra-realistic street shooter *Lethal Enforcers*, has taken the same great gun-slingin' game engine and headed West. Straight from the arcades, *Lethal Enforcers II: Gun Fighters* pits you against a gamut of hard-ridin' hombres in the rip-snortin' days of the Wild West.

PUBLISHER: Konami PLAYERS: 1 or 2  
CONTROLLERS: 3-Button, Mega Mouse, Konami Justifier (recommended)



This town ain't big enough for you and them, pilgrim. Armed with your trusty Justifier (or those other legendary peacekeepers, the Sega 3-Button controller and Mega Mouse), you have to do the high-noon bit with an endless stream of hired guns. Blast your way through five stages of gun play: the Bank Robbery, the Stage Hold-Up, the Saloon Showdown, the Train Robbery, and the Hide-Out. Bonus rounds include a bottle-shoot and a leather-slappin' showdown.



Blast the bad guys out of the windows.

Six power-ups appear as increasingly potent weapons of the era. Dust some rustlers with a 50-caliber Sharp rifle, a 12-round rifle, a double .45 rig, a shotgun, a Gatling gun, or even (ulp) a cannon. Depending on your speed and accuracy, you can work your way up the ranks from posse member to U.S. Marshall.

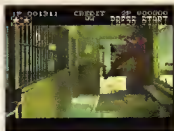


The double rig gives you a larger shot area.

Fans of the original *Lethal Enforcers* are gonna love this tide. Konami should be congratulated for taking a well-developed concept and game engine and bringing it back in a creative, new, Wild West adventure.



Plug this guy and you'll be singin' "I Shot the Sheriff."



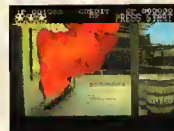
Look sharp! Bank robbers don't always use the door.



There's a 12-round rifle behind the bank sign. You can use it till one of your enemies wings you.



The boss has three cannons and a ton of cannonballs.



The bad guys blow out the bank's back wall. You have to stop their escape.

Review  
**THIS!**

SEGA CD

# Arcade Sleuthing And Shooting, Thirties-Style

A Gun-Toting Mystery  
From the Mad Dog McCree Team



Red was Johnny's girl. She wants you to send his killer to the big house. After all, you're the best.

## Descent into the Underworld

This damsel in distress may be bent on revenge, but she's not too observant. A pack of toughs has followed Red, as she calls herself, into your office — if you're not careful, they'll treat you to a six-pack of lead before she's finished her tale of woe. If you live long enough to see her to the door, a telegram and a map will direct you to the lairs of four hard-edged criminals.

When you confront your suspects, they'll give you a lot of lip and set their armed henchmen against you. Put a little iron in their diet before they do the same to you. If you do get shot, a doctor with a rather abrasive bedside manner patches you up for a fee. Out of cash? It's off to the morgue,

where a ghoulish mortician makes light of your untimely end.

Wear down your suspects, and you'll wring a clue out of each one. Collect them all to crack the safe in Johnny's mansion for a pivotal piece of evidence that varies with each game. With several possible endings that hinge on this final clue, *Johnny Rock* has good replay value (we only wish that the game play varied along with the conclusion — enemies always, always pop up in exactly the same places).

*Johnny Rock*'s relentless gunfire will satisfy shooting fanatics, while the atmospheric sets, campy dialog, and multiple endings are enough to whet any gumshoe's whistle. So slip your pistol into your trenchcoat, and send that lounge lizard's killer up the river.



Shooting an innocent bystander will cost you a pretty penny.



Even a mother pushing a stroller is suspect. That's one big baby she's wheeling around — he's packing more than his diaper.

## HOT HINTS

- ✓ Your suspects won't shoot you, but they might set you up.
- ✓ Don't shoot at enemies until they draw their guns.
- ✓ You can buy extra ammo for 100 smackers a clip.
- ✓ Take a shot at Johnny's lucky number whenever it appears.
- ✓ Tired of that sarcastic surgeon? Shoot the screen while he's talking to jump back into action.

## OVERVIEW

American Laser Games, the people who brought you the live-action shoot-out action of *Mad Dog McCree*, have turned their talents to a hard-boiled whodunnit. You're a burnt-out private eye. She's a desperate dame with vengeance on her mind. Someone's rubbed out her nightclub-singer boyfriend, and she wants justice. You don't usually deal in murders, but against your better judgment you pack your pistol and take the case. The seamy underworld of the victim's numerous enemies is the setting of your perilous live-action investigation. To get to the bottom of Johnny's murder, you have to plug gangsters, pool-hall thugs, and sharp-shooting molls from a first-person perspective. Your reflexes better be quick. If you don't think and draw fast in this one- or two-player Mystery/Shooter, you'll be served up like a slab of Swiss cheese.

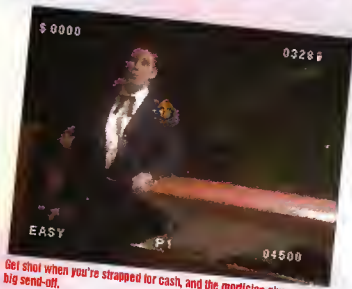
PUBLISHER: American Laser Games

PLAYERS: 1 or 2

CONTROLLERS: 3-Button, Menacer, American Laser Games Gamegun, Konami Justifier, Mega Mouse (recommended)



# WHO SHOT JOHNNY ROCK?



Get shot when you're strapped for cash, and the mortician gives you a big send-off.

## The Line-Up

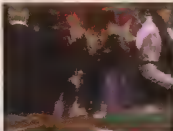
According to Red, Johnny's murderer was one of the "four diseases." Each member of this unwholesome quartet had ample motive for doing him in. It ain't easy picking out a killer when your suspects are such a sick bunch.

### Mumps



Johnny double-crossed Mumps once or twice, and this pool shark holds a mean grudge.

### Lockjaw Lil



Lil regularly booked Johnny to sing at her speakeasy. She'll tell you that she loved Johnny like a son, but murder is often a family business.

### Smallpox



Johnny's bookie claims to pack a pencil, not a piece. Think he gave his client the bullet boogie?

### Measles



This low-life was mixed up in some shady dealings with the dead man.

## The Shooting Galleries

### The Pool Hall



Don't let these pool sharks hustle you.

### The Casino



Where there's gambling, crime is sure to follow. Lockjaw Lil's tawdry establishment is no exception.

### The Garage



Beware of explosives here.

### The Warehouse



Was it Measles who put Johnny in cold storage?



SEGA CD

Review  
**THIS!**

# Set Your Soul On Fire!

Get Your Hands on Core's Hot New Shooter

## OVERVIEW

Core Design is heating up Sega CDs everywhere with *Soul Star*, its latest Action/Adventure shooter. This exclusive Sega CD spins up the action with everything from 360-degree texture-mapped terrain to astounding cinematic sequences. *Soul Star* gives one or two players a multi-world environment with three difficulty levels, an arsenal of devastating futuristic weapons, and an unbelievable music score. Get ready for deep-space action and adventure at that'll have you seeing stars!

PUBLISHER: Core Design

PLAYERS: 1 or 2

CONTROLLERS: 3-Button, 6-Button

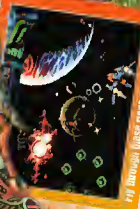


## Out of the Deep Freeze, Into the Heat

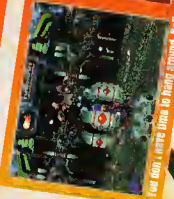
You play *Soul Star* as a cryogenically stored alien commando. For co-ops, your mortal enemies, the Myrkoids, have managed to enslave you on their never-ending mission to drain the life force of all planets and entire star systems. You and your team of Cyro-Commandos have been hunting and tracking these space fiends for centuries

across the vast universe in your warship, a top-of-the-line sublight strike craft supercharged with an array of deadly weapons. It has the ability to morph into any of its three Multi-option forms: an Attack Tank, a Turbopropeller, or a Strike Craft. *Soul Star* keeps you on your toes with more than 40 exciting missions and six battles for the planets. As you soar through space alone or with a Myrkoid-blasting buddy, the

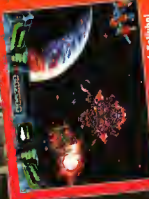
behind-the-craft perspective gives you a 3-D experience so real, it feels Virtual. Each in-between-mission sequence provides a smooth transition from level to level with vivid detail. Voice-over commentary provides helpful hints on how to help your three characters stay alive. And the *Star Wars*-esque musical score sets the perfect mood for blasting Myrkoid marauders out of the biosphere. *Soul Star* is more than a shooter. It's a stellar adventure!



Fly through these rings and receive a new level of power for your weapons!



You don't have time to hang around. Better hustle before something blows.



Enemy ship targeted ahead. Ta-tyoo!

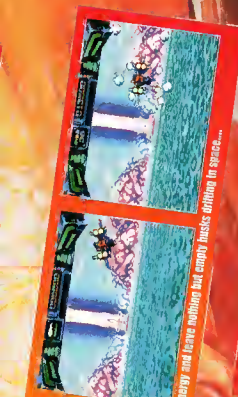




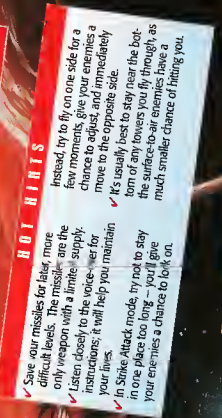
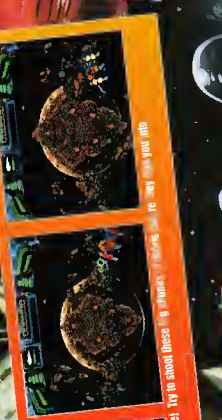
Are we there yet?



The Hybrids drain planets of their internal energy and leave nothing but empty husks drifting in space...

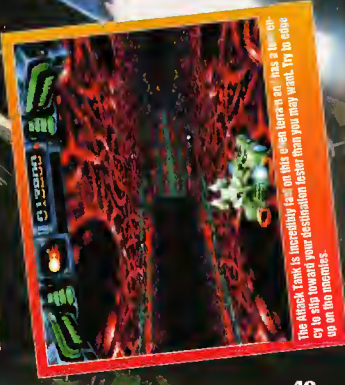


Looks like the Hybrids have been here! Try to shoot these flying saucers before they blow you up!



### HOT HINTS

- ✓ Save your missiles for later, more difficult levels. The missiles are the only weapon with a limited supply.
  - ✓ Listen closely to the voice-over for your lives. It will help you maintain your lives.
  - ✓ In Strike Attack mode, try not to stay in one place too long — you'll give your enemies a chance to lock on.
- Instead, try to fly on one side for a few moments, give your enemies a chance to adjust, and immediately move to the opposite side.
- ✓ It's usually best to stay near the bottom of any towers you fly through, as the surface-to-air enemies have a much smaller chance of hitting you.



The Attack Tank is incredibly fast on this alien level so it has a low capacity to slip over its destination faster than you may want. Try to close up on the machines.



Stay to destroy these power-ups.

Review  
**THIS!**

SEGA CD

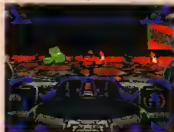
# 3-D Battle Across Six Worlds



Each of your Walker Jocks has different abilities.

## Death To Biomechs!

It's war. War between rival mining companies. You work for the Interplanetary Mining Corporation. You're trying to secure rights to the richest veins of the rare element Meridium in the galaxy. Only one thing stands between you and astonishing wealth—Biomechanical Incorporated. You're on a search-and-destroy mission to take out their bio-morph-piloted Insectar strike craft. Controlling one of three



Hit Start twice to turn on your radar. It stays in the top right of your screen until you turn it off.

Walkers, you head out into hostile environments, weapons wailing. Clear out the stinking Biomechs, and it's all yours.



Dashing through the snow, in a two-legged, twin-cannoned war machine...



When your screen says "Mine detected," heads up. Start searching quickly. You've got a couple of seconds before it blasts you.



## Fire When Ready, Grisy

*Battlecorps* is built on the next generation of the engine that Core Design used for the hit game *AH-3 Thunderstrike*. As a result, you get plenty of wild scaling and rotation as you hunt down Biomechs in your Walker. As you move, you rotate to look and shoot at targets, totally independent of the direction in which you're heading. Lucky for you, quite a few things give you an edge. Voice-over commentary from your commander helps you get through the tough spots, and you've got lots of different weapons to blaze Biomechs with. You'll cheer when you find that you've got midmission save points, continues, and adjustable difficulty levels — 'cuz you're gonna need 'em.



If this place seems dark and forbidding, it's for good reason. The Biomechs want your butt, and they're hiding behind most of the rock walls.

## HOT HINTS

- ✓ Listen to the spoken instructions throughout the game.
- ✓ If you see a flash, stop and pivot. You've been hit.
- ✓ Learn how each weapon targets and fires.
- ✓ Each of your different Walker Jocks has an edge in a particular area — like more speed or better armor. Choose them carefully.
- ✓ Your armor can take some heat. Some is the key.

## OVERVIEW

For those of you who want to see the true power of the Sega CD unleashed on a killer tactical shoot-'em-up game with spectacular 3-D modeling, good news. Want great CD scaling, rotation, and lots of speech? Check out the state of the art in Action titles with *Battlecorps* from Core Design. This one-player game puts you at the controls of a Bipedal Attack Machine (Walker) in a battle across six worlds. With a screaming metal soundtrack and fantastic between-mission cinematics, this game pits you against a deadly corporation in 30 separate missions. Pound the ground and blast bad-guy butts. Why? 'Cuz it's fun!

PUBLISHER: Core Design  
CONTROLLER: 3-Button

PLAYERS: 1



# BATTLECORPS



Go to the Cyber-Briefing before each mission to find out your task.



Guess what? They shoot back. And you can't duck. Get 'em.



You've been through fire and ice. What next? Whoa. Check it out! Yer underwater.





Review  
**THIS!**

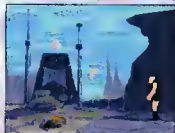
SEGA CD

Completely Out of This World

# A Heart Act To Follow!

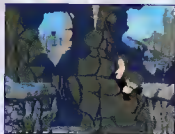
## The Warden Must Die

In the first game, Lester, our hero, is sucked into an alien world as the result of a nuclear accelerator accident and imprisoned in a place where past and future meet. Here primitive humanoids man high-tech electric torture chambers. Your mission is to get Lester out by



You need to dodge the bat birds to get the whip. You need the whip to finish the game.

puzzling and fighting your way through this strange dungeon. Our hero is befriended and helped in his fight by a local denizen named Buddy. In part 2, Buddy has a flashback of what happened to his village during Lester's arrival, and



The whip does a lot more than give electric punishment. You need it to get around. Pretty handy tool, huh?

you play through the same time period as in part 1 but from Buddy's perspective. In short, you fight your way through to a final battle with the prison's Warden twice with a different path and character each time.



In the room with two guards and four doors to the left, run in, make a shield, blast the first door with the powered-up shot, make a shield, and so on.

## OVERVIEW

Take two titles. That's right. Two. You get two great games on one disc with *Heart of the Alien* from Virgin Interactive Entertainment for the Sega CD. Both the all-new sequel *Heart of the Alien* and the original award-winning *Action/Adventure Out of this World* come on the same platter. As a single player, you'll battle your way through this cool blue world, electric weapon in hand, fighting your way out of a bizarre alien prison. With heart-pounding fun and heart-stopping action, this one's hard to put down.

PUBLISHER: Virgin Interactive Entertainment PLAYERS: 1  
CONTROLLER: 3-Button



## Near Movie-Quality Feel and Sound

Each of the two titles has sweeping cinematic intros, spectacular death sequences, and incredibly lifelike rotoscoped character movement. You make your way through each room by puzzling out methods of escaping death traps made up of electric weapons, gas, plasma bolts, vicious beasts, dripping acid, and humanoids whose only purpose is to destroy you. Great digital stereo sound effects, voice, and music set the scene, and a password save keeps you from losing your mind by letting you restart near each untimely end. This is not just play—it's a game experience.



Blast the generator quickly, and the beam below you goes out. Watch for the gas below.



You're almost to Lester. Make three shields and fire at the guards.

# HEART A L

OUT OF THIS



Hey Buddy! Boogie boy. Run your alien butt to the left, and quickly.



# OF THE I E N

WORLD PART II



It's a whip. It's a gun. Er, it's both? The name of the weapon is...a Shooting Whip.

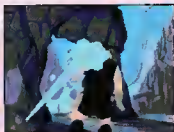


## I Hate It When This Happens...

Death. The Big D. Just when you think things are going great guns, something happens to toast your taters. Think you can escape the Grim Reaper in *Heart of the Alien*? Not a chance, bubba. Here are just a few of the ways you can go from death-defying alien to...decaying alien.



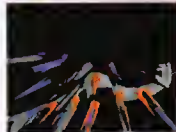
Nice kitty?



Some plants have a terminal case of gas. Terminal for you, that is.



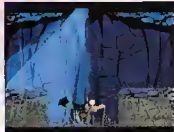
Boo! I'm a skeleton.



Help! I've fallen and can't get up!



I'm melting! I'm melting!



Buddy who? Call me Spike.



This one's fun. Wait till the guard passes under you, pivots, and walks one step away...then use your whip on the thing overhead. Buddy swings and hits the stooge, who fires his gun at the energy field as he falls. You land safe on the ledge.



Hey! There's Lester. Jump up, make a shield, move forward, and make a shield. Whip the plate from under Lester, and it falls on the goon's noggin. Move back to the teleport plate and hit Down. Make a shield immediately (if not sooner), and Lester'll deal with the guard.

## HOT HINTS

- ✓ Write down those passwords — you'll need them.
- ✓ Make as few shields as you can on the way through. Your Shield Generator has limited energy, and it can be a while between recharges.
- ✓ If you are dying in a particular room, try different things or just change your timing. You'll get it.
- ✓ Don't kill any guards you don't have to. There are a fair number of times that you can get around fighting them.
- ✓ If you are unsure about what an object is, jump over it (or you could just get killed to see the great death sequence).

# You Guys Finally Made It To Sega. What Do You Say?

It's  
about time...  
so chill!

Sounds  
like a sweet  
deal!

Sounds  
great! ...How  
'bout a hug?



The mayhem continues as this carnival-gone-bonkers takes their hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screaming all the way as Bad Mister Frosty and the malleable mob smack it out in Clay Fighter™, the hilarious head-to-head action fighting game.

Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.

This sticker seal is your assurance that this product meets the highest quality standards of Sega®. See games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ System.

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# ClayFighter™

Thank you  
very  
much!

No  
crybabies  
allowed!

Staggering graphics, amazing digitized sound and voices, and mind-boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block.

So, invite Bad Mister Frosty, Ickybood Clay, Helga and the rest of the gang over for a thrashin', bashin', non-stop brawl on your SEGA™ GENESIS™ system.

*Interplay*

Interplay Productions, Inc.  
17922 Fitch Avenue  
Irvine, CA 92714  
(714) 553-6678



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Visual Concepts. All rights reserved.  
ClayFighter is a trademark of  
Interplay Productions, Inc.



## The Adventures of Batman™ & Robin™

### The Iceman Cometh

Gotham City's got gigantic grief, and Mr. Freeze is the cause. He's collected some of the worst villains the city has ever seen, and he's about to complete his super-powered ice cannon. Keep him

from turning the town into a wicked winter wonderland by taking on henchmen like The Joker, Scarecrow, The Mad Hatter, and Two-Face on the way to your final battle with Mr. Freeze. Look to *Sega Visions* for more on our mighty crime fighters real soon.

#### OVERVIEW

Fans of the *Caped Crusader* are in for animated excitement from Sega this fall in *The Adventures of Batman & Robin* from Sega. The *Dynamic Duo* look like they walked right out of the hit animated TV series, and they should, 'cuz the art is done by Warner Bros. Animation *Batman* Animation artists. This one- or two-player simultaneous Action title puts *Batman* and the boy wonder *Robin* together again.

PUBLISHER: Sega

PLAYERS: 1 or 2

CONTROLLER: 3-Button



The Dark Knight and his sidekick are swinging onto your Genesis!



Batman and all related elements are property of DC Comics, Inc.™ & © 1994. All rights reserved.

## Mighty Morphin' Power Rangers



The awesome Dragonzord goes toe to toe with evil Goidar.

### It's Morphin' Time

Sega's *Mighty Morphin' Power Rangers* pits the fearsome fivesome against the evil Rita Repulsa in an all-out martial arts battle against her immense army of subspace lowlives. One or two players will be

able to battle enemies or each other in a variety of combat or cooperative modes. Stay tuned to your TV for the "Mighty Morphin' Power Rangers" show. And stay tuned to *Sega Visions* for more on the action-packed *Mighty Morphin' Power Rangers* game.

#### OVERVIEW

America's hippest teen superheroes are morphin' their way to your Genesis. The *Mighty Morphin' Power Rangers* are starring in their first American Genesis adventure. If you watch Saturday morning TV, then you know these cool kids with the ability to morph into five colorful, martial arts powerhouses with slick, high-tech dinosaur vehicles. Triceratops. Mastodon. Sabertooth Tiger. Pterodactyl. Tyrannosaurus Rex. By day, they're your normal high school teens. But when danger calls, they become ultracool. Ultra-powerful. They become *Mighty Morphin' Power Rangers* with the ability to combine into the awesome Megazord.

PUBLISHER: Sega

PLAYERS: 1 or 2

CONTROLLER: 3-Button







sneak  
peek

GENESIS

# Astounding Animated Action A-Head

## Head-Hunting Gets a Whole New Meaning

So what makes Headdy dynamite (other than additive gaming)? His headwear. Or rather, the way he wears his head—just loose enough to use as an attack device. This is a multiuse cranium. It grabs onto things so Headdy can sling-shot his body past obstacles. It does a mean head-butt. It ramrods through things. And that's just his good old ordinary head. Pick up other heads in your travels and you can work wonders. Headdy moves like the wind, jumps farther, and throws twice as far with his Super Head. Use the Vacuum Head to inhale every enemy and item onscreen. Use the War Head to blast everything and everyone. There are heads for every purpose. All you have to do is hunt for them.

## Meet Your Foes Head-On

*Dynamite Headdy* has some of the hottest, most colorful graphics we've seen on the Genesis. It was done by the same wildly warped crew responsible for *Gunstar Heroes* and has even more vivid impact and punch. The foes are plentiful and varied—some are massive (nearly screen-size), while others are small and fast moving. Each of the stage names is a clever pun on a major movie title. Add an amazing number of tunes and sounds (many of them clear and funny digitized voice), and you get a well-rounded play experience. Enjoy this early look, and we'll give you hints, tips, and a wider view of the game in a future issue.

## OVERVIEW

It is time. Time for another great character. Time for tons of new and different exciting game play. Time for astonishing colors and scads of wild sounds. Time for *Dynamite Headdy*. Sega's new one-player Genesis cart tosses you headlong into a new type of gaming frenzy. Headdy's head doesn't fit the situation? Fine. Get another. Heads for every occasion: Vacuum Heads, Clear Heads, Pin Heads, Flying Heads, and many, many more. Want varied heads-up game play? You've got it in spades. Game play galore. Bonus rounds. Massive bosses. The works. There's only one thing to remember before you leap in head first...you'll need to use your head to get through this one!

PUBLISHER: Sega

PLAYERS: 1

CONTROLLER: 3-Button



# DYNAMITE HEADDY





Knock off the soldier on the tower in Toys N the Hood before crushing, and you get a bonus point.



In the Down Under stage, you'll fight while trying to keep Heady on moving platforms.



Blast the wind-up robot to get bonus points in Scene 1.



Use the Ticker Head against the snake when his head is within reach. While he's frozen, wall.



In the first Practice area, get the Multi-shot or Vacuum Head to take out the toy soldiers.



In the second practice area, climb, baby, climb.



Use your noggin in Toys N the Hood.



The third practice area is high-speed target practice fun.



The Vacuum Head inhales everything in sight.



Collect the B to play this wild basketball bonus round.



In the Mad Dog and Heady scene, you'll go head to head (well, actually Heady to talk) against a massive boss.



## The Return Of the King Of the Sea

**Just When You Thought It Was Safe To Go Back In the Water...**

Ecco returns from the Vortex system a transformed dolphin, able to live beneath the sea without coming up for air. But evil has followed him from the planet Vortex. The Vortex Queen has destroyed the magical Asterite. If it grows strong, the Vortex will strip the Earth seas of all life. To recover the globes of the Asterite and restore tranquility to the seas, Ecco must travel across distance and time, battling undersea enemies, racing through teleport rings, and singing to friends from the past and future.

*Ecco: The Tides of Time* has tons of surprises for Ecco fans both old and new. The intrepid dolphin can now travel through the air with singers of the future, in

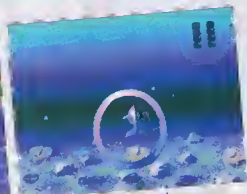
tubes of water, and in the form of a seagull. And he can morph into other sea creatures as well. Each of the 40-plus levels are bigger and more fun than ever, and they're filled with puzzles, treacherous twists and turns, old and new friends, and many new enemies.

Ecco's mission to restore the Asterite will take you far into the future...and into new, uncharted universes of gaming fun and challenge. This time, the Vortex Queen knows you're coming. This time she is prepared.

And if she defeats you, the Queen will be ready to feed. Stay tuned to *Sega Visions* for an upcoming special strategy section on *Ecco: The Tides of Time*.



The Atlantans left teleport rings that will take you great distances, if you swim through.



Glyphs, those remarkable crystals from the past, exist all over the game. Some act as gateways. Others contain songs to aid you in your quest.



Veteran Ecco fans will recognize this Vortex enemy. It appears much sooner than you'd think.



Enemies you might associate with cold, deep water have found new homes. But they're still enemies.



Ecco's new sonar shows more of the surrounding area than ever before.

### OVERVIEW

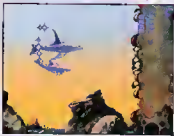
Two years ago Sega rocked the video game world with the release of *Ecco the Dolphin*, the first video game to give players the experience of exploring the undersea world as a bottlenose dolphin. Ecco's quest to defeat the Vortex was big, bold, and out of this world. Now his adventures continue with a game that's even bigger. Even better. It's loaded with the features that made *Ecco* so much fun, plus new 3-D scenes, time travel, new suspended water tubes, and the ability to morph into different animals. The difficulty is also better balanced than in the original. With more than 40 levels and a password save, this is an undersea adventure you'll never forget.

PUBLISHER: **Sega**  
CONTROLLER: **3-Button**

PLAYERS: **1**



At times you'll come face to face with yourself. You can't pass until you've learned whatever you have to say. Who said time travel wasn't confusing?



The Singers of the future can help Ecco gain access to the water tubes for sky-borne travel.



Many of Ecco's old enemies are still around. But Ecco is fast enough to take the bite out of any shark.





This is Trelia, Ecco's descendant from the future. She will help you on your journey to reach the hiding place of the Vortex Queen.



The new 3-D scenes reveal the true beauty hidden above and below the seas.

# ECCO

## THE TIDES OF TIME



At certain points in the game, Ecco can morph into a seagull. Of course, the skies have their own particular dangers.



Some of your old friends have given you new friends. Can you guide them safely home?

### Tides of Time in Your Pocket

Ever wanted stars in your pocket like grains of sand? Ecco: *The Tides of Time* is coming to the Game Gear too. This portable version of the intrepid dolphin's latest adventure will have you traveling through time in more dangerous waters than before. Ecco: *The Tides of Time* will feature 17 levels of incredible underwater adventure. Morph into other sea creatures as you try to stop the Vortex Queen from destroying your beautiful world.

**Sneak  
Peek**

**GENESIS**



# Phantasy Star's Grand Phinale

**The Final Game in Sega's  
Most Exciting RPG Series!**

**P**hantasy Star IV is the biggest and best game in the series. Weighing in at a hefty 24 megs, *Phantasy Star IV* delivers phenomenal graphics, storyboard-style cinematic sequences, awesome sound, and the ability to combine attacks. The adventure



The cave? The cave? You can't get there from here!

is broad and sweeping, containing many side quests before you reach your final goal—and the battle to end all battles! Playing as the central character, you control the actions of four magic- and nonmagic-using characters who join you during the game.

*Phantasy Star IV* takes you into the future 1,000 years after *Phantasy Star II*, when the space prison Gaira destroyed the planet Palma and sent the Algol Star System back into the metal age. Motavia has become an arid desert planet and Dezor is a blizzard planet, covered by drifts of snow and ice. And the followers of the Dark Force



have continued to keep a foothold in the star system, led by a mysterious dark wizard named Jio.

With the full wrath of the Dark Force, Jio has unleashed hordes of bio monsters across Motavia.

These creatures have spread like a plague across the face of the planet, finding strongholds in every shadow, dungeon, and tower, infesting villages large and small. With the increase in monsters has

came a new profession: monster hunter. This is where you enter the game. You are a novice monster hunter. You have been summoned with your instructor to the Motavian Academy to destroy the monsters growing in the basement. What you learn there will begin a journey that will take you to the stars...and beyond.



Character look, feel, and interface will be familiar to all Phantasy Star fans.

# Adventurers Across Time

The world of *Phantasy Star* has evolved greatly since the Dark Force first brought evil to the Algol Star System. You can see the changes in the cast of adventurers.

## The Original *Phantasy Star* Cast

Alis



WE WILL BE FELLOW TRAVELERS. I'M ALIS! WHAT'S YOUR NAME?

Myau



I'M MYAU.

Odin



THANKS FOR SAYING ME. I GUESS IF MEDUSA CAN STOP ME, I DON'T HAVE

Noah



LET ME SEE IT.... OUR DUTY IS CLEAR! WE MUST PROTECT THE PLANETS OF THE

## The New Adventurers

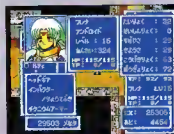
Josh



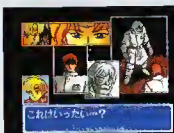
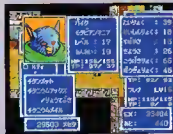
Elena



Ali



Gryz



Character interaction leaps beyond the static screen with comic-book-style panels that deliver the power and excitement of each moment.



Traces of the Dark Force can be found almost everywhere you look.



The Land Rover has always been excellent ground transportation.



Combat by Land Rover allows you to toast and roast enemies.



Magical attacks are full of sharp, explosive graphics.



*Phantasy Star IV* excels in giving you the ability to combine attacks.

## OVERVIEW

Five years ago Sega made role-playing history with the release of *Phantasy Star*, the first RPG with 3-D, first-person perspectives and combat. The adventures of Alis and friends to defeat Lassic and restore peace to the Algol Star System led to *Phantasy Star II* and *Phantasy Star III* on the Genesis, two titles that have set the standard by which all RPGs are judged. Now Sega is bringing the *Phantasy Star* saga full circle. Past is about to meet present in the last chapter of this epic series. Prepare yourselves for an adventure like no other. Prepare for *Phantasy Star IV, the End of the Millennium*.

PUBLISHER: Sega

PLAYERS: 1

CONTROLLER: 3-Button





**Sneak  
Peek**

**GENESIS**

# Calling All Animaniacs!



## The Wild Warner Brothers (and Sister)

Stay tuned to *Sega Visions* for more in-depth coverage of *Animaniacs*.

The Animaniacs are at home in the Warner Bros. Studio in Southern California, when one of them gets the idea that they can meet celebrities by opening a hip pop-culture shop. To fill the shop, they have to collect famous props from big movies. So out they go into the wilds of the Studio sets in search of items.

Each of the characters has a particular talent that helps you past various tricks and traps. Yakko attacks with his Paddle Ball and pushes or pulls things, Wakko bashes obstacles with his Mallet, and Dot charms creatures by blowing a Kiss. After an early practice round, you puzzle your way through six sets, like Jungle, Space, Western, and Horror (each chock-full of movie parodies). After each level, you receive a password for your efforts.



The most recognizable landmark at Warner Bros. Studios is the Water Tower. This is where your wacky adventures start.



During the practice round, you take all the characters through their paces. Here Yakko pushes a crate to get over an obstacle.



Wakko wumps things with his mallet. Bash a luso, and it ignites.

### OVERVIEW

Yakko, Wakko, and Dot are hot, hot, hot! The stars of the No. 1 syndicated cartoon show are soon to shine in their very own Genesis game, appropriately called *Animaniacs*. This Konami one-player title has you controlling all three of the characters at the same time (one leads and the others follow). Each character has a different talent, so you'll be switching regularly to puzzle your way through this Action/Strategy cart. The three are funny, sarcastic, and nutty, just like on the cartoon. They'll have you groaning and laughing as you try to collect props off weird and wonderful movie sets.

PUBLISHER: Konami  
CONTROLLER: 3-Button

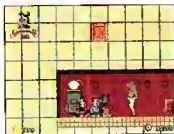
PLAYERS: 1



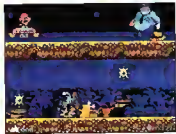




Leap into the cannon for a bang of a ride.



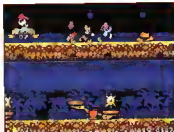
You'll meet key Animaniacs characters like The Nurse and Dr. Scratchansniff. Kelllll Nurse!!!



At the end of the Jungle set, use Wakko's Mallet to launch spiked balls at the guard and avoid his attacks.



Dot is a charmer all right. The Studio gates are guarded? No prob. Blow a really charming kiss.



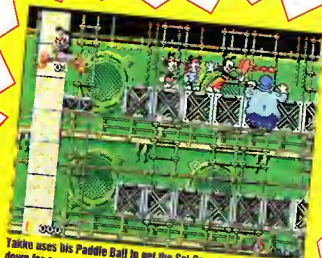
In the Jungle set, you have to find Dirk Rugged's hat.



Play Bonus Rounds like Animaniacs Roulette, in which you try to increase your spectacular stash of stars by spinning the wheel.



There are things to find in hidden areas. If you can puzzle your way into them, that is....



Yakko uses his Paddle Ball to get the Set Security Officer to back down for a moment.



Use Wakko's Mallet to raise and lower tracks as you ride the Mining Car.



Sneak  
Peek

GENESIS

# What's Green And Gross And Gobbed All Over?

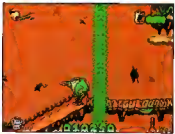
## Learn the Loogie Lexicon

Let's focus on the things that you can get Boogerman to do (don't blame us — this stuff is really part of the game). Button A causes Mr. Fun 'n' Flemlike to flick Boogers. After you collect a Milk Carton, you crouch and hit Button A to spit Loogies. While standing, Button C causes B-man to Burp.



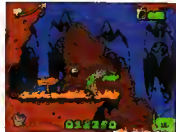
You can jump on your enemies, flick boogers on them, hock a Loogie, Burp, or (forgive us) Fart them away.

When crouched, Button C makes him (excuse us) Fart. Hold Button C down long enough for Powered Up versions of the Burp and (again, sorry) Fart. Collect the Chili Pepper and you get Blazing Burps and (apologies) Fiery Farts. Once you have the Chili Pepper and enough Gas, you can also fly.

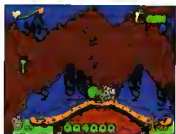


Here we have Boogerman doing what he does best. Use your Boogers wisely — you have limited Mucus.

Jump and hold Button C in the air, and the flames jet out his (ahem) butt. Restart positions are snot-encrusted outhouses, and B-man uses his (we'll be nice) natural gas to open blocked passages.



The Powered Up Burp blasts all enemies in its path. What a belch!



The Powered Up (really apologetic, last one) Fart clears the area nicely.

## WARNING

Boogerman is disgusting. Really. While some of you may love this sort of gross humor and adventure, we realize others might find it offensive. It contains gratuitous flatulence, rampant expectation, and more than a little lowbrow humor. For those who are disturbed by these subjects, we suggest that you skip over this page and move on to sunnier climes. Those base individuals that enjoy this stuff ought to be ashamed but probably won't be.

**YOU'VE BEEN  
WARNED!!!**

# Boogerman

A Pick and Flick Adventure



## Flick Training



- 1 Mucus Meter
- 2 Milk (for Loogies)
- 3 Chili Pepper (for Fiery Burps and — pardon — Farts)
- 4 Gas Meter
- 5 Remaining Boogerman
- 6 Score
- 7 Plungers (to build ladder to Bonus Rounds)

## OVERVIEW

Digital digging, farming for fat ones, nose-goblin hunting, and nostril mining all have one thing in common. You can now do them on your Genesis. *Boogerman: A Pick and Flick Adventure* from Interplay puts a new spin on nasal mucus warfare. This impolite one-player Adventure cart has *rude* written all over it. As the newest in bodily-function heroes, Boogerman takes jaded gamers to disgusting new depths. This one is gross, seriously gross.

PUBLISHER: Interplay  
CONTROLLER: 3-Button

PLAYERS: 1



# STREETS OF RAGE 3

**Go electro!** Mr. X's minions meet their match in Dr. Zan's electrifying Robotic Reach!



**Lift-off!** Use Skate's shreddin' airborne rollerblade spin-attack to Battle the 'Bots!



**Axel and Blaze are back** and getting their kicks with all new Martial Arts Moves!



It's an all-out turf war featuring **MORE** weapons, **MORE** moves and **MORE** outrageous action than ever before. Mr. X has hatched the ultimate evil plot-but what he didn't count on was a bone-crunching counterattack from Blaze, Axel and Skate, together with an all-new character, Dr. Zan...and a surprise helper! It's 24-megabits full of jump kicks, power-slams and spin punches set to thrashing digital sound and plasma-pumping music!



SEGA



## HIT 'EM LIKE A TON O'BRICKS!

AND TAKE BACK THE STREETS  
WITH SEGA GENESIS

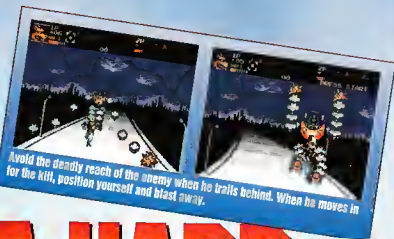


**sneak  
peek**

**GENESIS**

**This Game Has  
Nothing to Do  
With Ollie North**

# CONTRA-HARD CORPS



Avoid the deadly reach of the enemy when he trails behind. When he moves in for the kill, position yourself and blast away.



This enemy takes bunches of different forms. Blast 'em baby!

## A Hot Time In the City

An evil crime syndicate schemes to take control of the city during post-alien-war confusion. They've already seized control of the city's defense system and activated a horde of mechanized and genetically altered soldiers. Your mission is to reclaim the city and

uncover the conspiracy at the core of the terror. At your command are the forces of the Contra Unit: a select group of government soldiers equipped to handle anything.

*Contra-Hard Corps* delivers solid run 'n' gun action. Choose from four warriors: Ray, the hard-hitting team leader; Sheena, the hard-hitting team leader; Fang, the genetically engineered wolf man; or Brownie, the robotic superspy.

## OVERVIEW

Gamers who like their action fast, furious, and fraught with firepower, look no further. The popular *Contra* series lands on the Genesis in *Contra-Hard Corps*, the new 16-meg Action/Shooter from Konami. Packed with loads of extreme enemies, an assortment of awesome weapons, and 11 challenging levels (including a number of special 3-D stages), this one- or two-player bullet-blasting extravaganza is truly a gamer's delight. Teach your enemies to dance — the hard way.

PUBLISHER: Konami America

PLAYERS: 1 or 2

CONTROLLER: 3-Button

**NYR**  
Not Yet Rated

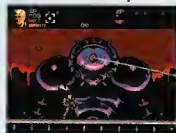
This cart has a nonlinear story line with multiple paths that lead to different endings. You can replay a number of times, each with a variety of results. You get lots of high-powered weapons to choose from. Try the needle laser, homing gun, crush gun, or mine setter, and you'll really be playing with power.



Weapon power-ups provide different attack capabilities to the various warrior characters.



Fight this enemy while hanging from the wall, and don't let him escape. If he scrolls off the screen, you'll pay a heavy price.



Target the jewel eye to knock out the mechanical cyclops.



# WORLD CHAMPIONSHIP SOCCER™ II

No bruised shins. No lame refs.

No butter-fingered keepers.

Otherwise, the real thing.



You now control the fate of 32 teams from 32 countries. Who will be world champion?



You have 6 professional offensive and defensive formations to choose from. Your opponent doesn't have a chance.



Instant replay confirms it. The Brazilian forward just fired the game winning goal.

SEGA  
SPORTS



**Sneak  
Peek**

# GENESIS

Sick Simpson's Spin-Off Spins Out Furball Fun

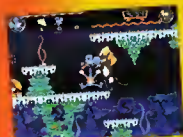
## Itchy and Scratchy Tear Up Your Genesis

### Fifty Ways to Leave Your Liver

You'll play as Itchy, trying to sniff out cheese and other power-ups. Oh yeah, and you're also out to clobber your feline nemesis before he makes a meal out of you. The two of you fight it out with dynamite, pickaxes, chainsaws, and a variety of large, blunt objects. With 40 different weapons and 40 graphic fatalities, *Itchy and Scratchy* takes cartoon violence to outrageous heights. Squish, dismember, blow up, electrocute, and slash your way through seven no-holds-barred

levels, including a Wild West showdown, a high-voltage construction site, a haunted mansion, and an underwater struggle. Sick enough for you? Stay tuned to *Sega Visions* for future coverage of this deranged duo.

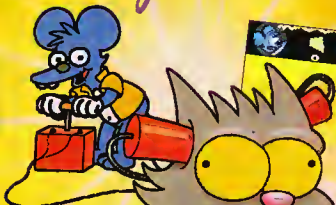
## The ITCHY & SCRATCHY game



Itchy and Scratchy don't get along swimmingly, but they do have an underwater level.



Yee-haw! Flatten that feline in the Wild West level!



MATT GROENING



Itchy likes making tomahawk sandwiches with you as the bread.

### OVERVIEW

You think Bart Simpson has a temper? Wait till you see *Itchy and Scratchy* from Acclaim Entertainment. You've watched these two natural enemies rip each other to shreds on TV (and you know that's not an understatement). And soon the stars of Bart and Lisa's favorite show will unleash their cartoon mayhem on their very own Genesis Action game. If you prefer sharp-edged comedy and over-the-top cartoon violence to saccharine cartoons, this is the game for you.

PUBLISHER: Acclaim Entertainment

PLAYERS: 1

CONTROLLER: 3-Button

**NYR**  
NOT YET RATED



Scratchy's not the only guy with an ax to grind in this haunted house.



Scratchy loves cannonballs at you from his personalized pirate ship.



Has Scratchy built a guillotine for you?

a higher level  
of gaming.



Cut the Cord



6 button  
arcade stick

Remote Arcade  
System



6 button  
arcade



Remember, if it's not SEGA, you're not

SEGA™

6 Button Controllers

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**Sneak  
Peek**

# GENESIS

## Jordan Shoots Against Off-Court Menace

# Michael Jordan In Chaos in the Windy City

### Elimination Rounds

The trouble begins when Jordan shows up for a Chicago charity game—alone. A basketball crashes through the ceiling, and there's a ransom note attached. It leads Jordan on a wild chase throughout Cranium's hide-outs in the Windy City, from his factory to his cells, his sinister lab, and the showdown on the river. Jordan's gotta hop the city's el trains to get from location to location—they're side-scrolling levels in themselves.

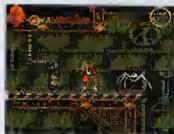
All Jordan's signature moves come into play. Dunks, back shots, flips, and twists are all part of the action. He'll sink baskets in every imaginable way to acquire power-up b-balls that seek, flame, or freeze his oversized foes. Where does he get the energy?



Cranium's lab is filled with all sorts of unfortunate specimens.

Sport drinks and breakfast cereal, of course.

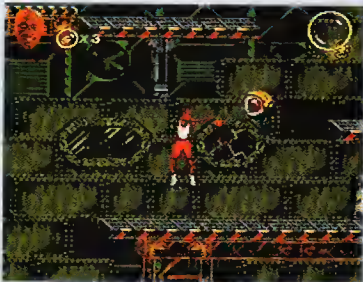
Puzzle solving is also on the agenda. When Jordan finds keys, he can rescue hostages who'll give him clues. And then there's the pressure of a ticking stopwatch—Jordan doesn't have forever to unravel Cranium's twisted plans. Sheesh. Who ever thought retirement would be such a challenge?



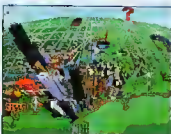
It'll take some sharp shooting to take out this mutated spider.



Jordan never had to jump like this on the court.



Laser-blasting surveillance eyeballs weren't Jordan's usual opponents a couple of years back.



You'll slam and jam enemies all over the Windy City.



Win power-ups for dunks like this one.

### OVERVIEW

Michael Jordan has been keeping mighty busy since hanging up his Chicago Bulls jersey. First he took on baseball's minor leagues. And soon he'll be up against a psychotic scientist in *Michael Jordan in Chaos in the Windy City* from Electronic Arts. This combination Action/Sports title pits Chicago's hero against the mechanized forces of Dr. Max Cranium, who's abducted all the other great basketball players of the world. Armed with only his basketball, Jordan will try to slam, jam, and outshoot the forces of evil. Can he make the world safe for athletes everywhere? He may have left the Bulls, but he still knows a thing or two about basketball.

PUBLISHER: Electronic Arts

PLAYERS: 1

CONTROLLER: 3-Button





neglecting certain  
body parts?



TEAM PLAYER<sup>®</sup>

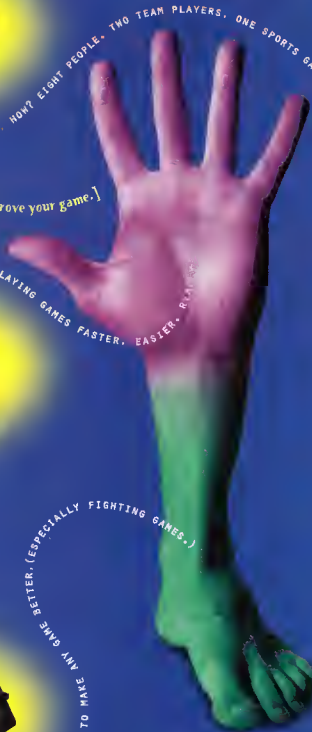
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**Sneak Peek**

**GENESIS**

**Sega Visions Sneak Feature!**



A young Simba learns how to survive in his new environment by running, jumping, and pouncing...and by class calls.



Full grown, Simba now has the power and skill to return to the pride lands and reclaim his birthright in an all-out battle with Scar.

# Disney's THE LION KING

## The Cub Who Would Be King

**B**ased on the stellar hit animated feature film, *Disney's The Lion King* Genesis is the story of Simba, a lion cub who must venture into the immense, awesome landscape of the African plains and earn his birthright as King of the Lions by defeating his evil uncle, the lion Scar. The game's characters and backgrounds were designed using the same Digicel techniques that *Disney's Aladdin* made so famous. The result is the most realistic re-creation of a four-legged animal to be seen on a video game system, placed in a world that will appear to be taken directly from the movie. In addition to side-scrolling levels, players are in for some remarkable first-person surprises. The game will feature music from the movie score as well as roars that will raise the hair on anyone's neck!

*Disney's The Lion King* will feature ten levels; six taking you from

life as a cub, and four to the final confrontation against Scar as an adult.

Good players will find bonus levels featuring Pumbaa the warhog and Timon the meerkat, two of the lovable characters from the animated film. By breaking the game into two distinct sections, Virgin Interactive and Westwood Studios have created a game that starts out as a platform Action/Adventure title and graduates to a sophisticated combat-oriented Adventure title as you prepare for the battle with Scar. Special moves like the slash attack and the roll attack are earned as you become more experienced and "grow up." Check out upcoming issues of *Sega Visions* for extended coverage of *Disney's The Lion King*.



Simba takes on one of the evil inhabitants of the Elephant Graveyard. The pounce of young Simba has evolved to the ability to make bigger pounces and paw swipes.



The Lion King ©The Walt Disney Company. ©1994 Virgin Interactive Entertainment, Inc.

### OVERVIEW

This fall, Disney and Virgin Interactive Entertainment are bringing you to a new world of adventure. It all began with the delights of the Far East in *Disney's Aladdin*, the first video game to combine the magic of Disney animation and high-tech, video game wizardry. Then followed *Disney's The Jungle Book*, placing you in the jungles of India. Now venture to the African veldt in *Disney's The Lion King*. *Sega Visions* has been following *Disney's The Lion King* ever since we saw it in preliminary sketch form last year. We've been expecting great things. And what we're showing here will have you growling for more!

PUBLISHER: **Virgin Interactive Entertainment** PLAYERS: **1**  
CONTROLLER: **3-Button**

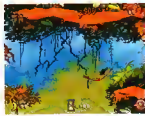
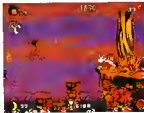
**NYR**  
Not Yet Rated

they've got  
claws  
they've got  
venom  
they've got  
teeth  
you've got  
**BANANAS?**

But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurling snake, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, *Disney's The Jungle Book*, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels\*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie. *Disney's The Jungle Book* even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store. Available for all your favorite game systems.



Disney's  
**The Jungle Book**



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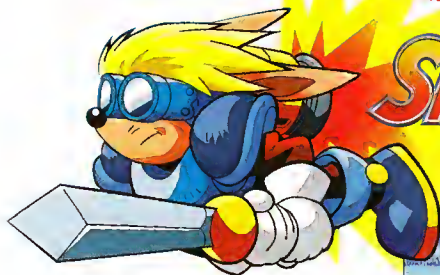
\*Number of levels and bonus rounds may vary by game system. Screenplay taken from Sega™ Genesis™ version. Other versions may vary. © The Walt Disney Company. © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Interactive, Ltd.

**Sneak  
Peek**

**GENESIS**

**The Rocket Knight lives to fight another day!**

# Sparkster Fires Up Your Genesis



You fight the first boss by bouncing on trampolines and doing your rocket move at him when you hit the right height.

# SPARKSTER

## Possum Propulsion Power

Sparkster lands first in his new Action/Adventure a little older, a little wiser, and with the knowledge that freeing his world from evil is going to be tougher (and more fun for us) than he thought. He's not just older — this power-

ful possum is better. Bringing lots of sensational new stages, seriously challenging traps, and secrets embedded in the game, this Rocket Knight is going to have you glued to your controller. You get more control of his rocket moves, a wild and colorful new spin move, and lots more items to collect along the way.

### OVERVIEW

America's favorite jet-packed hero returns in *Sparkster* for the Genesis from Konami. This one- or two-player thumb-burner of a title features the wily opossum from *Rocket Knight Adventures* with new moves, more power, and lots more attitude. Whether he's battling baddies while hanging from his tail, blasting like a rocket into the sky, or skewering his opponents with his blazing blue sword, this guy is a marsupial to be reckoned with.

PUBLISHER: Konami

PLAYERS: 1 or 2 (turn taking)

CONTROLLER: 3-Button



Collect the Little Knight head for a 1-Up.



When you are sliding down a rope by your tail, remember that enemies often are riding the same line.



Check out Sparkster's wild new Rocket Blast.



Use your sword against flying opponents by jumping and hitting Swing.



Search for hidden rooms with goodies, like this space in the trees.



The opossum's colorful new spin move clears bad guys outta your way.



# 2 COSMIC GIANTS TO HAVE IN YOUR SIGHTS

## SOULSTAR

## BATTLECORPS



THE BIOSPHERE IS HEATING UP IN SOULSTAR, AND WITH OVER 40 EXCITING MISSIONS TO CONQUER ACROSS 6 PLANETS, YOU'LL NEVER COOL DOWN IN THIS AMAZING 3-D SHOOTER.

"Fans of the Galaxy Force series of games will be pleased to see the creation of this great looking CD!"  
Electronic Gaming Monthly, April 94

"The use of three different vehicles, a good behind-the-spacecraft perspective, 3-D graphics and dramatic music intensify the action."  
GamePro, CES Showstoppers, April 94

"If you've been waiting for another great shooter for your Sega CD, better dust it off. Soulstar is coming."  
Game Fan, April 94



TAKE CONTROL IN THIS HI-TECH, TACTICAL BLASTFEST THAT KEEPS ON BLASTING. KEEP THOSE PLASMA CANNONS CHARGED OR YOU'LL NEVER MAKE IT THROUGH THE MULTITUDE OF 30 TERRAINS TO THE CYBER-PSYCHOTIC BOSS ON THE TERRIFYING 13TH LEVEL.

"The first Core game is an incredible mech-simulation game entitled Battlecorps."  
Electronic Gaming Monthly, April 94

"The control in Battlecorps is awesome... This gives the game a very realistic feel."  
Game Fan, February 94



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Sneak  
Peek

GENESIS

# Rockin' & Sockin' With the Stones

## Euphonious!

The Stone Protectors start out as just another band of gangly, tone-deaf wannabes. The crowds even throw stuff at them. All that changes when a weird and wild collision fuses the guys with five gemstones from a distant planet. Suddenly the band members have muscles! Suddenly their hair looks OK! Suddenly they can play! Suddenly they're *euphonious*! (These guys have a word for everything.)



High kicks are among the tricks of the trade at your disposal.

But the Stone Protectors' earthly triumph is short-lived. In a matter of minutes, they're whisked off to the planet Mythrindir, where the sick tyrant Zok holds sway. He'll stop at nothing to find a sixth magic gemstone, and only the Stone Protectors can free this futuristic world from his clutches and stop him from expanding his



See ya, greenie!



Chester swings a mean set of munchakus.

# STONE PROTECTORS

## Egregious!

You'll play as any of the boys—Maxx, Angus, Chester, Cliff, or the lead crooner, Cornelius. Each rocker dude will pick up different power-ups—and each one is already pretty swift with his fists. These guys can wall on Zok's lizard soldiers bare-knuckled or with any of the weapons they pick up. And what an *egregious* assortment (to use the fellas' favorite word). Yeah, you've probably seen bazookas, whips, and even hockey sticks before, but when's the last time you fought with a toilet plunger or a telephone? Hey, we said the band was twisted.

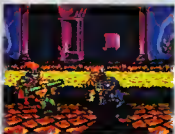
twisted empire. The gang will have to duke it out through seven levels of side-scrolling action to quash their foe, through a crystal mine and a rock causeway all the way up to Zok's throne room.



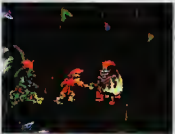
This tower of strength can dash boulders to the ground to pick up power-ups inside.



Beach party! Two Sto Pros join forces in two-player mode.



Angus picks up some heavy artillery in the throne room.



Power-ups like this hockey stick escalate the mayhem.

## OVERVIEW

They're a rock band. They're a rescue squad. They're *Stone Protectors*, and they'll be coming to your Genesis soon from Vic Tokai! This one- or two-player Fighting/Action title stars five incredibly buff musicians who pack more than the latest tunes. Lucky for them, 'cuz they're about to be whisked into a lethal battle with a whole army of extraterrestrial reptiles. And these twisted rockers are gonna wage war like nothing you've seen before.

PUBLISHER: Vic Tokai  
CONTROLLER: 3-Button

PLAYERS: 1 or 2



**U.S. GOLD**

PRESENTS

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COMICS****THE INCREDIBLE****HULK™**

# HE'S BIG, HE'S MEAN, HE'S GREEN...

...AND YOU WOULD BE TOO IF YOU WERE BLASTED BY GAMMA RAYS THAT TURNED YOU INTO A HUGE, POWERFUL, GREEN CREATURE EVERY TIME YOU GOT A LITTLE TICKED-OFF. SO COME ON, GIVE HULK A HAND BATTLING CLASSIC MARVEL VILLAINS LIKE RHINO, TYRANNUS, ABSORBING MAN AND THE LEADER! HULK WILL PROVIDE THE BRAWN, YOU PROVIDE THE SKILL AND BRAINS FOR HOURS OF THE MOST HULKED-OUT ACTION YOU'LL EVER BE A PART OF.



**COME ON...**  
**IF YOU THINK YOU'RE  
TOUGH ENOUGH!**



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**Sneak  
Peek**

**GENESIS**

# Combat That's in Your Face!



When things go red...you're dead, dead, dead.



You need the fire extinguisher to get past blazes in the mazes.



Collect the night-vision goggles to get through darkened corridors.

# ZERO TOLERANCE



The grenade is slow but can take out multiple enemies in a single bang.



Your enemies move quickly. Pivot and shoot. Make every shot count — you've got limited ammo.



Collect the shotgun for a wide-angle pellet pattern. It stops enemies dead in their tracks.



Your laser-targeted handgun gives you extreme accuracy.

## Wielding Wicked Weaponry

**B**lasting your way through three massive levels (the Space Station, the City, and the Basement), you must revert 12 types of enemies to room temperature. As one of five soldiers, you'll collect an arsenal of weaponry that might just help you survive. There are handguns, grenades, machine guns, rocket launchers, shotguns,

laser-sighted weapons, and your bare hands and feet. Protective items include night-vision goggles, a bio scanner (to locate enemies), a fireproof suit, and a fire extinguisher. In addition to the great 360-degree movement, you can jump, sidestep, and crawl. No matter how you play it, you'll be playing for keeps!

## OVERVIEW

Fans of first-person-perspective carnage games are gonna love *Zero Tolerance* from Accolade for the Genesis. This one-player 3-D 360-degree maze battle gives you action in the style of *Doom*. You gotta run and gun your way through levels chock-full of enemies, weaponry, secret rooms, and power-ups. Take out the terrorists before they do the same to you. This one will keep you on the edge of your seat, dodging hailstorms of lead from every direction.

PUBLISHER: Accolade

PLAYERS: 1

CONTROLLER: 3-Button

**NYR**  
NOT YET RATED



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ARE COOL,

BUT AFTER

AWHILE THEY

START TO STINK.



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Review  
**THIS!**

**GENESIS**

# Yuri Kidnapped, Ryo Fighting Mad!

## Smash, Bash, And Mash

In the single-player Story mode, you take Ryo or Robert up against nine fighters in succession, each tougher than the last, in hopes of saving Yuri. Learning the special moves and using them wisely in relation to your Spirit level (no Spirit, no move) is the key to smashing your way past each opponent. In the two-player game (with the chump of your choice on the other controller), you choose from all ten of the fighters and

bash your way to glory. Either way, carefully using your taunt to deplete the enemies' Spirit is a way of ensuring that they can't use it to make killer moves.



Search your toes with Mr. Big's Grand Blaster. Tap Down, Down/Toward, then Toward and hit Button A.



Light your opponent's face afire with Ryo's Tiger Flash by tapping Down, Down/Toward, then Toward on the D-Pad and hitting Button A.



Use Button C on the 3-Button or Button X on the 6-Button controller to taunt away your opponent's Spirit energy.

## OVERVIEW

Straight outta the arcades and into your living room, it's *Art of Fighting* for the Genesis from Sega. Join Robert and Ryo in their battle to save Ryo's kid sister Yuri. Any gamer can play this one-or two-player fighting frenzy, but it takes serious skill to master. With tons of special moves, ten characters in Versus mode, taunts, expendable Spirit levels (without Spirit there are no special moves), and amazing 3-D backgrounds, this is a cart for true Fighting-game fanatics.

PUBLISHER: Sega

PLAYERS: 1 or 2

CONTROLLER: 3-Button, 6-Button (recommended), Activator



## Bonus Rounds With Teeth

In most Fighting games, you go through Bonus Rounds and then wonder why you bothered. They don't do anything for you—they just seem to get in the way of the battle. Not true with *Art of Fighting*. If you complete a Bonus Round properly, you gain. And those gains are important—they may make the difference between winning and losing in the later



Toast those marshmallows with Nicky's Burning UpperCut. Push Down, Down/Toward, then Toward on the D-Pad, and hit Button A.



Show 'em who's boss with John's Flying Attack. Do it by hitting Down, Down/Back, Back, then Up/Back diagonal on the D-Pad, and hit Button A.



Like your enemy medium rare? How about Karate's Tiger Flash? Tap Down, Down/Toward, then Toward on the D-Pad, and hit Button A.

## HOT HINTS

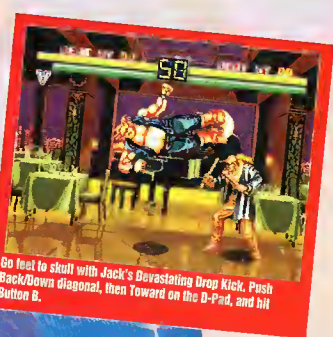
- ✓ Learn the moves by playing a two-player game on your own.
- ✓ Time your Spirit restoration and taunts carefully. Other-wise you'll take big hits.
- ✓ Win the Bonus Rounds. You get important gains.
- ✓ Dash in and throw. Get the timing right, and you'll win more often.
- ✓ Use the Triangle Kick as you pass over your opponent.



Dislocate a face with Lee's Tornado Attack: Press Back/Down diagonal, then Toward on the D-Pad, and hit Button A.



Give your enemy the hotfoot with Tedo's Wall of Fire. Do it by pressing Down, Down/Toward, then Toward on the D-Pad and Button A.

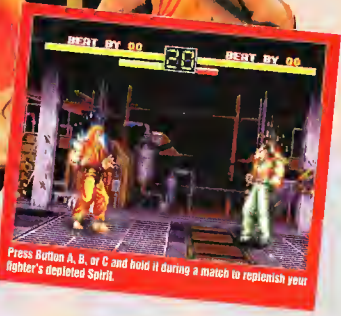


Go feet to skull with Jack's Devastating Drop Kick. Push Back/Down diagonal, then Toward on the D-Pad, and hit Button B.

# ART OF FIGHTING™



Apply a serious hurting with Robert's Phantom Kick by going Back/Down diagonal, then Toward on the D-Pad and hitting Button B.



Press Button A, B, or C and hold it during a match to replenish your fighter's depleted Spirit.

Review  
**THIS!**

# GENESIS

## Feel The Rage!

### Could It Be Mr. X?

Along with all the cool new stuff, *Streets* fans will recognize a few not-so-friendly faces. Strange things are happening around town, and it sure seems like Mr. X is behind it all. Bombs are exploding all over the city, the local authorities are acting really

bizarre, and street thugs are having a field day. You blew Mr. X to smithereens in *Streets of Rage 2*, so what's the problem? It couldn't really be Mr. X...could it? Blaze, Skate, and Axel will turn the streets upside-down to find out. With the help of their electrifying new friend, Dr. Zan, they're practically unstoppable.

### HOT HINTS

- ✓ The X, Y, and Z buttons on a 6-Button controller give you immediate access to moves that you normally have to earn the right to use with a 3-Button controller.
- ✓ When you're attacked from all sides, use your special move and possibly some health points — even if your health meter is low, it beats a complete wipe-out.
- ✓ Throwing an enemy over the edge is a snap, and it saves you a lot of punching and kicking.
- ✓ Reserve plenty of time to finish the game. You've gotta get through seven-levels and more than 20 stages without pass-words or saves.
- ✓ The throw is the most powerful move in the game.
- ✓ If a reverse throw won't break an enemy's hold, use your character's special attack — it's a guaranteed escape.
- ✓ Search each area thoroughly for hidden goodies.
- ✓ There's more than one way to end the game.

### OVERVIEW

Hey, *Streets of Rage* fanatics, it's time to rage on with Sega's *Streets of Rage 3* for the Genesis! Axel, Skate, and Blaze are back and ready to go totally ballistic with their new friend Zan. Whether you prefer side-scrolling Fighting/Action or head-to-head competition, this game delivers. One or two players can slam it out with a 3- or 6-Button controller, or they can really swing into action with Sega's full-scale mean machine, the Activator. Any way you play it, it's hard-hitting urban warfare.

PUBLISHER: Sega

PLAYERS: 1 or 2

CONTROLLER: 3-Button, 6-Button (recommended), Activator



### Axel

Crowd control is Axel's specialty — he combines power and a long reach. On the down side, his speed and jumps can't hold a candle to Skate's.



Great balls of fire! Axel's Dragon Smash is a killer when you press the D-Pad forward the enemy and press Button A.



Axel gets up close and personal with his Head Butt. Grab the enemy and press Button B.



You can 6-Button Axel's devastating Grand Hurricane by pressing Button X, Away, Away/Down, Down, Down/Toward Diagonal, then Toward and Button X.



Don't blink! Press Button A when Axel faces a group of toughs, and you'll know why this attack is called the Dragon Wing.

### Skate

Skate has everything that Axel doesn't. He's faster than a speeding skater, and he can clear tall riff-raff in a single bound.



It ain't easy getting Skate when he uses his Hind Kick. Press Button C, then B.



Pull off Skate's signature move, the Double Spin Kick, with Button A.



Now that's a power noogie! Get up close to your opponent, grab him in a Full Nelson, and press Button B.



Skate's Dynamite Head Butt makes 'em beg for mercy. Dash low and the enemy by double-tapping the D-Pad, then press Button B.



## What's New?

- ✓ Faster controller response.
- ✓ A special-move power meter.
- ✓ Bigger, brighter, smoother, faster, leaner, meaner characters! The crew has new moves, new friends, new enemies, new music, new locations, and new weapons. Are you ready?
- ✓ Awesome Blitz attacks. Each time you rack up 40,000 points without dying, you get a star. With three stars, the Blitz attack will have your enemies running scared.
- ✓ Dr. Zan, a cyborg with devastating power and speed. He'll give any street thug a good shock.



# STREETS OF RAGE 3

## Blaze

This seriously tough woman is the leader of the group. Her technique — that's accuracy — is the best of the bunch, and her other skills are well balanced.



She dices, she slices! If Blaze has a knife, she deals a Violent Cut when you press Left or Right and Button A.

Blaze's Wind Blast disarms an enemy in a flash. Press Button A while walking toward him (and no, it's not what you think).

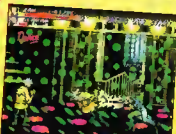


Send 'em Blaze's Flying Double Cut when attacked by a group. Double-tap the D-Pad to dash toward them, then press Button B.

Unleash Blaze's Vaporizing Double Cut on a 6-button controller by pressing Button X, then Toward, and Up on the D-Pad.

## Zan

Zan is a long-range fighter. He's got the greatest reach, lots of power, and a high-voltage handshake.



Zan's Thunderbolt can break up a party pretty quick. Press Button A as you approach the thugs.

Zan's Blitz Attack can also disband a gang of enemies. Dash toward them and press Button B.



Bowling, anyone? Pick up any weapon, press the D-Pad toward your toes, and press Button B.

Light up an enemy's life with the Power Spark. Just press Button A.

Review  
**THIS!**

GENESIS

# Toothsome Tornado on Target!

## TAZ Devil-Napped

Marvin the Martian has made the mistake of the century — thinking he could keep TAZ in a cage. Not only are you gonna break TAZ out, but you're also gonna make Marvin wish he'd never watered his Instant Martian pellets. You'll blast through cage walls, ricochet up the narrow areas between cages, and use transporters to zap to new areas. After making mincemeat out of Marvin the Martian's Zoo, you'll power through another 20-plus stages of fun and havoc.

One of the greatest things about *TAZ in Escape from Mars* is the number of power-ups. Among the great new devices: Grow Rays that make TAZ titanic, Shrink Rays to give you an itty-bitty TAZ, and a contraption that turns TAZ into a Doppelgänger (now you get two TAZes) so that he can reach new areas. How about scads of great new items?

Collect the Box O' Rocks (TAZ eat), and he'll spit rocks at his enemies. Gulp the Shrink Potion to get through narrow passages. Collect the right equipment, and you can turn His Toothsome into a TAZ-copter. Pick up the Gas Can (TAZ eat), and you'll be blowing flames at your enemies. Snag the Medical Kit (TAZ eat), and you up your life bar. This new TAZ game has it all — Action, Adventure, things to find, wild bosses, and best of all...no princess to save. Yee-haw!

## HOT HINTS

- ✓ Keep moving on the Wagon Train.
- ✓ Always ricochet upward when you have the chance.
- ✓ Have TAZ hunt for hidden areas.
- ✓ If you get a power-up like the Box O' Rocks or the Gas Can, use it sparingly.
- ✓ When playing drill bit, watch for enemies in the dirt.

## OVERVIEW

Bigger, better, faster, and definitely more Looney Tunes — it's *TAZ in Escape from Mars* for the Genesis from Sega. Our camivorous brown-pelted hero kicks out the stops in this one-player spin-fest. TAZ does tons of new stuff, from spitting rocks to drilling through dirt. At twice the speed of the previous TAZ title, this new cart even has our favorite devil doing his Tornado upside-down. With tons of great cameos from your favorite Warner Bros. characters and game play that's a blast, you just can't lose.

PUBLISHER: Sega

PLAYERS: 1

CONTROLLER: 3-Button

**NYR**  
Not Yet Rated



# TAZ IN ESCAPE FROM MARS



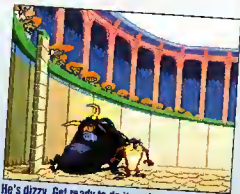
## Take Out El Toro



With careful timing, Tomato away from El Toro and stay just ahead of him (so you don't get knocked into the sky).



Jump just as you get to the outside of the bull ring, and Blam!



He's dizzy. Get ready to do it again. He'll take a few hits before you win.



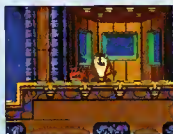
Move quickly while doing the Tornado, and TAZ defies gravity.

Zap from area to area with the Transporter.

## Fun Stuff to Get



Get the Box O' Rocks, and TAZ spits granite.



Pick up a Gas Can to spout a gout of flame.





Review  
**THIS!**

**GENESIS**

**A High-Kicking Soccer Adventure**

# MARKO



## OVERVIEW

Pelé, look out! Here's a kid with some soccer moves that you've never even dreamed of. In *Marko*, Domark's latest Genesis Adventure, the athletic hero needs some seriously fancy footwork to defeat the twisted Colonel Brown, an environmentally incorrect scientist who wants to turn the town to sludge. Bet Pelé never chipped the ball at sewer rats, drove it into a suburbanite's mouth, or headed it to collect cans for recycling. With 13 enemy-filled levels, sharp graphics, and the world's most popular sport, this game scores big.

PUBLISHER: Domark  
CONTROLLER: 3-Button

PLAYERS: 1

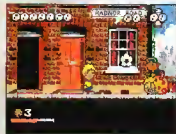
**NYR**  
NINTENDO YOUTH RATING



## Look Ma, No Hands

Colonel Brown didn't count on an ordinary kid to foil his plans to rule the town of Sterlington. But when Marko stumbles onto Brown's sinister sludge factory — on his way to soccer practice, naturally — both guys get way more than they bargained for. Marko's plain old soccer ball flies into the sludge, and suddenly Brown is up against a formidable weapon that returns to Marko no matter where he kicks it. Brown's also up against an athlete who can chip, lob, and head this magic ball with devastating force and accuracy. Marko never thought he'd face off against more than 100 sludge-minded enemies, from sinister

rats and birds to bomber planes and spud-gun-toting twins. And he's gotta shoot his way through the sewers, a circus, an industrial zone, and more. Can this World Cup hopeful save his hometown from the big slime? Put on your cleats and shoot for the home team with *Marko*.



Lob the ball to knock this brat off his hippety-hop — press Button C and then Up.



Smile when the tourist snaps your picture. The flash is a continue marker.



Climb the rooftops to scout out 1-ups.



No, this hedgehog isn't Sonic. Nail him for 300 points.

## HOT HINTS

- ✓ Practice all your moves in the Backyard before taking on Brown's evil forces.
- ✓ Bounce on your soccer ball for the highest jump.
- ✓ Jump while heading the ball to take out high-up enemies.
- ✓ Collect 100 stars for an extra life.
- ✓ Use the plasma ball against bosses.



# It's time for another run, Chummer!



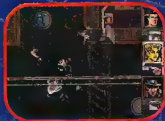
**E**nter the ultimate psycho-cyberpunk fantasy! You witnessed your brother fall to enemy fire.

**N**ow you travel the streets of the Seattle Sprawl to find your brother's killers and bring them to justice.

Sega<sup>TM</sup> Genesis<sup>TM</sup> puts **You** in the heart of Cyberspace on the heads-up run of **Your** life!



**Jack into the Virtual World**  
of the Matrix and get ready for intense cybercombat!



**Fight Back!**  
Real-time combats lets you actively control characters as the actions heats up.



**Search the Sprawl!**  
Uncover valuable clues while you're constantly building your character's quickness, strength and charisma!

**SEGA**  
**FASA**



**You've got the Skill... You've got the Guts... and Sega<sup>TM</sup> Genesis<sup>TM</sup> has all the Magic and Technology you need!**

**Sneak  
Peek**

**GAME GEAR**

**New! New! New!**

# Sonic Sonic Sonic in Trouble! Trouble! Trouble!



## OVERVIEW

Sonic, Tails, and company are returning to your Game Gear with three times the fun and three times the trouble in a new adventure that's three times as cool! *Sonic the Hedgehog Triple Trouble* is more fun than should be legally allowed on any game system! You play as either Sonic or Tails in an action-packed adventure to get the magic Chaos Emeralds before Dr. Robotnik can use them to power his new superweapon, the Atomizer.

PUBLISHER: Sega

PLAYERS: 1

GEAR TO-GEAR? No



Pick up this power-up for some serious underwater propulsion.

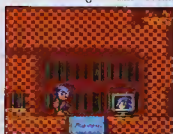


**T**riple Trouble delivers all the action and excitement you've come to love, with a couple of new bad guys to pit your wits against. Most of you know Knuckles the Echidna, that purple critter from Angel Island who can burrow like nobody's business. Well, the egg-shaped Doc has tricked Knuckles into believing that Sonic and Tails are the bad guys. And for the first time ever on a Sega system there's Nack the Weasel, an Emerald thief who can really make trouble for Sonic and Tails.

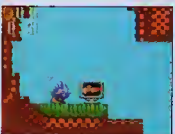
But with new bad guys come new, cool power-ups. How about a jet board? Or Tail's Sea Fox? Sonic can get up and go with two awesome power-ups, the underwater Propeller Shoes and the Spin Coaster. All this in addition to Super Rings, Jet Shoes, Invincibility, and 1-ups. There's also an incredible 3-D stage where you can really rack up the rings. Look for *Triple Trouble* in stores near you soon, and look to *Sega Visions* for more coverage on this hot title.



An Emerald! You can get it, if you're hard-headed enough.



So what are you awaiting for? Christmas? Grab the 1-up!



Sonic really torques along on the high-powered jet board.

# TAZ in Escape From Mars

Marvin the Martian has taken up zookeeping. He's collecting weird and wondrous specimens from around the galaxy. His only mistake was traveling to Earth and capturing TAZ. This particular Tasmanian devil doesn't want to be locked up in a zoo. Cages make TAZ grumpy. TAZ wants out. You'll guide TAZ through six levels of slapstick spinning, ricocheting off walls, and dealing with folks like Road Runner, Wile E. Coyote, and



Speedy Gonzales. Enjoy your peek at these early screens—Sega Visions will give you full coverage and tons of great game hints in the future.

## OVERVIEW

A speeding tornado with tons o' teeth, TAZ has thrilled millions for a couple of generations. Even better, he's about to make his second toothsome appearance on your color portable. Get ready for **TAZ in Escape From Mars** for the Game Gear from Sega. With new moves, more cameos by your favorite Warner Bros. cartoon friends, and a whole lot more frenzied fun, this one-player cart is gonna be one heck of a ride.

PUBLISHER: Sega  
GEAR-TO-GEAR? No

PLAYERS: 1



# Dynamite Headdy



Use your head to pult your way up from ledge to ledge while being attacked by this big ol' bird. Whew.



Slingshot yourself up to the next platform by launching your head and then pulling the body upward.



Headdy makes the trip to portable a real pleasure. The to-go version has exchangeable heads, amazing color, and animation that has to be some of the best yet on the Game Gear. But is it fun? This game is a blast! Headdy's journey to defeat Dark Demon pits you skull to skull against really big bosses, tests your gaming talent at every turn, and is so much fun that normal adults should not play it without child supervision.

Heads up and stay tuned, *Sega Visions* readers...we'll give you more on all this explosive cranium



The Super Head makes jumping a real breeze.

action in a coming issue. We promise. Real soon. Stay calm. No whining. Don't loose your head.



Hit the Z Block, and Headdy becomes a Sleepy Head.

## OVERVIEW

Head bangers unite! You'll flip head over heels for Sega's newest character. More fun than your typical hat rack...it's **Dynamite Headdy** for the Game Gear. You'll take Headdy portable in this terrifically colorful 4-meg head-butting Action/Adventure. With a head that can grab objects, knock them away, swing over ledges, or ramrod an enemy, Headdy proves that there's more than one way to use your noggin.

PUBLISHER: Sega  
GEAR-TO-GEAR? No

PLAYERS: 1



GAME GEAR

Sneak Peek



Witch Hazel takes her broom for a test flight in the Haunted Castle.



You'll make your way through the Haunted Castle by finding switches to open doors. Scary things lie in wait.



Enter these disintegrator/integrator pods to warp from area to area on Mars.



Do a Tornado Spin to knock these flying-eyeball-with-batwing-things outta the way.

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Review  
**THIS!**

# GAME GEAR

## Portable Sonic, Bumper to Bumper

# SONIC THE HEDGEHOG SPINBALL

### OVERVIEW

Are spinning spines your style? You probably devoured *Sega Visions'* early coverage of *Sonic Spinball* for the Game Gear. You scoped out the enemies and contraptions in this fast and furious Sega title. Now you're ready for a level-by-level tour of Robotnik's futuristic pinball prison.

PUBLISHER: **Sega**  
GEAR TO GEAR? **No**

PLAYERS: **1**



### Give Robotnik The Blues

You know the story. Power-mad Doc Robotnik's bent on transforming the creatures of Mobius into robots, and Sonic's gotta blitz through the original rotten egg's pinball security fortress to save them. Crash into mechanized critters, rocket through gizmos and gadgets, and show Robotnik who's got the edge on attitude. Oh yeah — and don't forget those Power Emeralds.

### HOT HINTS

- ✓ You get more power from the tip of the flipper.
- ✓ Use your spin attack to get started in the Bonus Rounds.
- ✓ Look for an Emerald in the Machine's mechanical safes.

### Toxic Pools

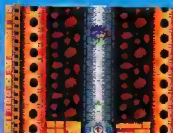


Bunk the first boss from above, then rebound repeatedly.



Be quick with those flippers, or you'll send Sonic into the soup.

### Lava Powerhouse



Jump into an accelerator tube for a quick ride up. You just might find a treasure at the top.



Have Sonic take out the drop targets to break the barrier.

### The Machine



Robotnik's machine is simply shaking.



Knock open these safes to free the birds inside.

### Bonus Rounds



Blast open a mechanical egg to snag a surprise.



Grab at least 50 percent of the rings in a bonus cage to open the catwalk to the next cage.



### But Wait, There's More!

What's that? You want to see the Final Showdown with Robotnik? Get there yourself! We can't do all the dirty work, you know. *Sonic Spinball* is a serious challenge. So pack your attitude, and send the blue blaze spinning.



# POKER FACE PAUL'S™

**BLACKJACK**

**POKER**

**SOLITAIRE**



## BLACKJACK ♦

Hit. Stand. Double down.  
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weather's better anyway.



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if your luck does run dry, buy a new one.  
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Monte Carlo and Elevens. Just  
you. Competing against yourself.  
Makes it easy to be a good loser.



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Play 2 ways. Video poker--you vs.  
the computer. Or 5-card stud--  
you try and out bluff 4 computer  
players. (Try is the key word here.)

GAME GEAR



**SEGA™**  
GAME GEAR

# Fast Takes

## The Rating Game

Who says you can't be all things to all gamers? Just read through our latest batch of Fast Takes.

They've got the inside scoop on the newest games. They've got sizzling hot hints, they've got screens, and they've got some pretty outrageous puns. Whether you're a

Sports fanatic, a Role-Playing wizard, or just an all-around game-meister, Fast Takes

has you covered. To see where these games shine,

check out the Sonic ratings below each review. Five Sonics is out of this world. One Sonic, well, isn't.

And speaking of ratings, send us your puns. Send us your gags, your jokes, and your quips yearning to be published. You know what we mean. Send us your personalized Sonic ratings. Short on inspiration? Just check out the latest batch of "Name the Ratings" contest winners:

The nose knows a good game, according to J. Bachman of Westover, West Virginia:

Chanel No. 5	
Roses	
New car smelt	
Slack-Ups	
Gym socks	

J. Curcio of Philadelphia knows the Marx of a great game:

Groucho	
Harpo	
Chico	
Zeppo	
Gummo	

J. Winslow of San Carlos, California, has a few pet concerns:

Dog	
Cat	
Hamster	
Goldfish	
Ant farm	

One anonymous reader doesn't seem quite ready to return to school:

Trip to Hawaii	
Trip to Disneyland	
Trip to theme park	
Trip to the mall	
Trip to bed	

Weekend warrior A. Cruciani of Larchmont, New York, knows when gamers really concentrate on their art:

Saturday	
Friday	
Sunday	
Monday	
Friday the 13th	

The great outdoors have inspired a couple of our winning responses. G. Hernandez of Venice, California, thinks a good game should light your fire:

Name thrower	
Blowtorch	
Campfire	
Candle	
Wet match	

## Thanks for Sharing

So what are you waiting for? Unleash that inner comic. Send *Sega Visions* your witty, ingenious, and oh-so-unique Sonic ratings. Write to us at

**Sega Visions  
Sonic Ratings Contest  
P.O. Box 5346  
Redwood City, CA 94063**

Don't forget your name and address. If you're as clever as you think you are, we'll print your response. And if we do that, we'll send you a collector's-item, mint-quality, special-edition, high-fashion, custom-tailored, don't-even-think-about-trying-to-buy-one-of-them-off-the-rack *Sega Visions* T-shirt that's so cool you'll never want to take it off. But please do from time to time, if you know what we mean (check out J. Bachman's odoniferous rating ideas if you don't).

D. Craven of Arlington, Virginia, screams for ice cream:

Fudge brownie	
Chocolate mint	
French vanilla	
Plain vanilla	
Spumoni	

Another reader has a variation on that idea — S. Decknick of Clifton Park, New York, hates being left out in the cold. Great minds think alike, as they say:

Sunny & warm	
Partly sunny	
Showers, cool storms	
Thunderstorms	
Uptate New York	

D. Giffin of Glendale, Arizona, boils down our Sonic ratings into some straight-talkin' advice:

Buy it!	
Play it!	
Rent it!	
Consider it!	
Forget it!	

Sega CD

## Championship Soccer '94

Sega CD owners will be pleased to hear that there's a soccer game for their system. *Championship Soccer '94* from Sony Imagesoft offers one or two players 50 teams, replays, an animated Silicon Graphics intro, sequences of the crowd welcoming players to the field, and day or night stadium shots. With computer-assisted passing, sliding tackles, diving headers, and variable weather conditions, this one offers up a solid game of soccer. Enjoy CD-quality sound, including 100 sound effects of roaring crowds. Only one question: How did the player size get so puny?



Check out the spectacular intro that shows arrival at the stadium.



Point your D-Pad toward a teammate before the throw-in.

### HOT HINTS

- ✓ For a higher scoring percentage, pass diagonally in front of the goal before you shoot.
- ✓ Use the sliding tackle to separate the other team from the ball.
- ✓ The South American teams have the best stars.

Publisher: Sony Imagesoft

Players: 1 or 2

Rating: GA

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

## Sega CD

### Third World War

This intense one-player strategy game from Extreme Entertainment for Sega CD puts you in the position of a nation on the brink of destruction. Lead one of 16 nations in the struggle for ultimate power. Choose from five scenarios: the Third World War, the Cold War, the War of the Pacific Powers, Chaos, and the Economic Struggle. Each focuses on a specific situation of warfare that can't mimic the world's current state of affairs. Bring your nation's economy, weapons technology, and morale up to par as you move across nearly 85 interactive scenario maps. Carefully plot and control each move on the *Populous*-style three-quarter view battle screen. Warning: This game is not for the weak!



News broadcasts are the best way to keep informed.



Scrutinize your statistics when you start the battle.

#### HOT HINTS

- ✓ Beginners should start out as the United States, an established superpower.
- ✓ Economic stability is the key to military strength and support.
- ✓ You receive \$800 million for each nation you economically dominate. You cover the cost of any damage to it.

Publisher: **Extreme Entertainment**

Players: 1

Rating: **MA-13**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

## Genesis

### Dick Vitale's Awesome Baby

This b-ball cart has personality. Sportscasting and coaching legend Dick Vitale's personality, to be precise. Play the game well, and you'll hear his clearly digitized voice yell his trademark "Awesome, baby!" or "He's a black-lie performer!" Learn the ropes in Practice games, progress through the Playoffs, or tear through the court in a 2-on-2 Slamfest. For a really rough game, turn off Fouls and pull out all the stops. This college-hoops cart is the first to feature a 3-D rotating court — we only wish the graphics were a little sharper.



Select View Plays for some expert coaching from the awesome guy himself.



To win the tip off, press Out A the instant the ref releases the ball.

#### HOT HINTS

- ✓ For a midgame update on the opposing team's stats, press Start, Button A, then Button B to call a time-out.
- ✓ Force a foul by pressing Buttons A and C simultaneously.
- ✓ For a lightning-fast game, turn the Graphic Detail to Low.

Publisher: **Time Warner Interactive**

Players: 1 or 2

Rating: **GA**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

## Genesis

### Combat Cars

Looking for a little arcade-style racing? Test-drive *Combat Cars* from Accolade for the Genesis. This one- or two-player (split screen) overhead-view racer has weapons, power-ups, and eight characters with unique cars. You get to drive on 24 tracks — stuff like beaches, mountains, snowtops, cul-de-sacs, and downtown streets. Winning gives you prize money to spend on better parts. This cart may not win prizes for racing accuracy or inspired graphics, but it does offer some lightweight fun. Try it with a friend — competition adds a little zing — if you can deal with the compressed split screen.



Tap Out C to use your weapon.



Choose from eight hard-bitten racers with varying capabilities.

#### HOT HINTS

- ✓ Save your weapons for the later laps; they add up and you can wail.
- ✓ Pulse the accelerator rather than using the breaks.
- ✓ Choose a character with higher handling ability at the outset.

Publisher: **Accolade**

Players: 1 or 2

Rating: **GA**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

## Game Gear

### Star Trek: The Next Generation

Warp into a portable Adventure with Absolute's *Star Trek: The Next Generation* for the Game Gear. This one-player cart puts you at the helm of the U.S.S. *Enterprise* on a training mission at Starfleet Academy. Under the direction of Captain Picard, you have to prove yourself worthy of commanding a real starship. Take the challenge with a number of assignments such as routine diplomacy duties, dangerous rescue missions, and thrilling space battles. The graphics and sound are fine, but a word of warning: The controls are somewhat difficult to master.



Picard outlines the objectives you must fulfill in order to advance to more difficult missions.



Raise your shields before challenging hostile starships.

#### HOT HINTS

- ✓ Enter stations that flash to gain valuable information from fellow crew members.
- ✓ Before entering a dangerous sector, arm your weapons systems.
- ✓ Overuse of the warp drives can cause excessive damage to the ship's engine.

Publisher: **Absolute**

Players: 1

Rating: **GA**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	



THE  
NEW  
Heavy  
EQUIPMENT

## New and Improved Team Player

If you've been hankering for a little intense competition, then get ready to transform your Genesis into the ultimate team machine. With the new Team Player, you and up to seven (yes, seven) of your most competitive chums can compete for victory on any multiplayer game.

Did we say "any"? That's right. The new Team Player is *THE ONLY* multiplayer adaptor compatible with all multiplayer games from every publisher.

Now you can have in-your-face real team competition on megahot games like *NBA Jam*, *John Madden Football '94*, *NFL '95*, *NHL Hockey '95*, *NBA Action*, and *FIFA Soccer*. That's not all: You can use the Team Player on your favorite RPGs too. With the Team Player, riveting RPG and puzzle games like *Gauntlet IV*, *The Lost Vikings*, and *Columns III* take on a whole new dimension.

The Team Player is designed to plug into either port of your Genesis. With four controllers plugged into one Team Player, you can play as individuals or two on two; add another Team Player, and you and seven players can jam at the same time. When all the players are plugged into the Team Player, just set the Select Switch to the multiplayer setting. Once the game

begins, each player selects Start and his or her preferred options.

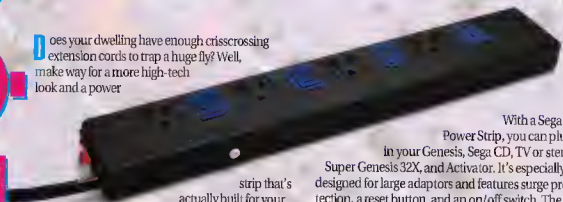
The Team Player accepts all standard Genesis controllers, including the 6-Button Arcade Stick, Remote Arcade System, Activator, and Mega Mouse—so there's no room for whiny excuses like "I'd be better if I could use my 6-Button controller." (Yeah, right.)

The Team Player is available in stores and directly from Sega; call 1-800-USA-SEGA.



## Power Strip: Plug Into Convenience!

Does your dwelling have enough crisscrossing extension cords to trap a huge fly? Well, make way for a more high-tech look and a power



strip that's actually built for your Sega gear. The Sega Power Strip is all you need to plug in everything—up to five large Sega AC adaptors at once.

With a Sega Power Strip, you can plug in your Genesis, Sega CD, TV or stereo, Super Genesis 32X, and Activator. It's especially designed for large adaptors and features surge protection, a reset button, and an on/off switch. The Power Strip also accommodates standard two-prong and three-prong household plugs and other AC adaptors.

# This ain't no pee-wee league.

*Tecmo, the company that brought you the best football and basketball games for your Genesis,*

*has done it again.*

- ♦ 700 real MLBPA® players
- ♦ Season-saver back-up battery
- ♦ Team and player statistics
- ♦ Tournament Style Play



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ROSTER!**



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# TECMO® SUPER BASEBALL™



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Phone (310) 767-2900

# Sports PLAYBOOK

THE INSIDE

TRACK ON SPORTS GAMES

## Serious Summer Sports

With the World Cup winding down and baseball's pennant race heating up, what better time to plug in a great Sports game? Just don't forget to eat regularly and remember to change your sweaty athletic socks, OK? This issue Sega Visions delivers an early look at two of the hottest portable titles you'll see this year, some solid-as-apple-pie baseball carts, and another fine addition to your soccer line-up.



How about an interview with one of the hottest racers on the circuit today? Sega Visions talks to Scott Pruett about his love of *Formula One World Championship*.

Hot on the heels of the blockbuster hit *World Series Baseball* for Genesis comes *World Series '95* from Sega Sports for your Game Gear. With an amazing new centerfield view, all 28 of the real clubs, 1994 Opening Day roster, six-division alignment,

speech, Gear-to-Gear ability, and a Team edit feature that lets you create your own Dream Team, this to-go ball title has it all.

Just in time for the start of the gridiron season, we're giving you a peek at *NFL '95* from Sega Sports for the Game Gear. Featuring Joe Montana, all 28 real NFL teams, the NFLPA players, a new behind-the-QB view, and Gear-to-Gear capability, this is a portable football cart that'll end the no-game-on-TV blues.

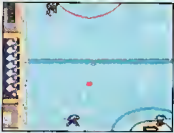
As baseball season approaches the playoffs, how about a serious

ball fan's baseball cart? *Hardball '94* for the Genesis, from Accolade, gives you a revision of last year's game that includes the 800-plus members of the MLBPA, amazing stat control, and all 28 ballparks authentically rendered in all their glory. With dual views (from both the pitcher's and batter's perspective), and seriously lifelike batter and pitcher movements, this one is all hardball.

More baseball? You've got it. Take a look at *RBI Baseball '94* from Tengen for the Genesis. This one is twice as fast as *RBI '93*, has an MLBPA license for more than 800 players, includes great quality music and voice (with Jack Buck), and gives you plenty of practice modes. Check out the option called Crazyball. Very funny stuff.

Can't get enough soccer? World Cup ended in America, but you don't have to forget about this kind of football action. Check out *Pelé II: World Tournament Soccer* from Accolade for your Genesis. This one's got one-to-four-player capability, 24 teams playing in nine US cities, a five- or 11-man option, and most important, Pelé's expert analysis of each team. It's a ball!

### What's Next?



For those of you who shake your birthday presents before opening them, here's an early look at two Sega Sports titles due in a coming issue. *NFL '95* for the Genesis features an amazing 65-yard down-the-field view and perspective rotation. *NHL All-Star Hockey* for the Game Gear brings real ice action to your color portable.



**R**ecently, IndyCar veteran driver Scott Pruett stopped by Sega to put his racing skills to the test against Sega's hottest new racing CD, *Formula One World Championship: Beyond the Limit*. Scott has an impressive racing career that spans 26 years. During that time he has been the Indy 500 Rookie of the Year; won the Daytona 24 Hour twice; won the Daytona IROC; been in an accident that broke both his legs, both his ankles, and his back; recovered within a year; driven for Team Jaguar and Chevrolet; and won numerous other titles.

Scott likes gaming almost as much as he likes racing. He was impressed with the way *Formula One World Championship* mirrored real-life Formula racing. He was nice enough to put down the control pad and talk to *Sega Visions* about pro racing, video gaming, *Formula One World Championship*, and the things that make him yell "SEGA!"

**SV: You've been racing all types of sports cars for over 26 years. How long have you been a video gamer?**

SP: I've been a gaming fanatic from the beginning. When I was in high school, my friends and I would take off during lunch to play arcade games. When I was 22 or 23, I got *Ms. Pacman* and *Tempest* arcade games and put them in my living room. I played them constantly! I still have arcade machines at home, though test-driving for Chevrolet and Bridgestone/Firestone doesn't leave me much time for playing. I travel a lot.

**SV: You mean you don't take your Genesis CDX on the road?**

SP: No [laughs]. But I do have a Game Gear that travels with me quite often. And a year ago at Indy, a lot of us [drivers] were playing the *Virtua Racing* arcade game at the track.

My nephews are getting to the age where they like to play as well. Sometimes I find the batteries run down when I leave my Game Gear at home!

# Racing with The Best

## IndyCar Pro Scott Pruett Takes Formula One World Championship for a Spin



**SV: Do you like Sonic?**

SP: Sonic is really great for kids. He's a figure they can identify with. I watch him every morning when the cartoon comes on. He's quite the avenger! I like Sonic. I think he's a really cool guy.

**SV: Looking at Formula One World Championship as a professional driver and a gamer, what do you think of the game?**

SP: I play *Formula One World Championship* from two standpoints: as a race car driver and as an avid gamer. I give it high ratings on the board. It's really difficult to bring in what happens in active competition, but *Formula One World Championship* succeeds. It goes beyond the

average racing game. You face the same problems that a racer might face in active racing. Each race is different. You continually have the opportunity to challenge yourself.

**SV: What features do you like best?**

SP: I really like the ability to change compounds for wet and dry tires and to use the available components to construct cars like I would race.

**SV: Have you raced on any of the courses in Formula One World Championship?**

SP: I've tested many of the Formula cars in the game, and I've raced on some of the courses,

including Estrie in Montreal and the Italian courses.

**SV: Are the tracks in the game very similar to their real-life counterparts?**

SP: The tracks look like the designers spent a lot of time on the circuit, applying the challenges of each track to their counterparts in the game. Everything you encounter on these tracks, even something as simple as going from sunshine to rain—the sheer realism is fantastic.

**SV: How close to the real thing is the game?**

SP: About as close as you can get with today's technology. I played the game with some of my friends, picking the perfect combination of tires and equipment I would run for a certain track, and they hold very close to true. The cars perform like I would expect them to on a real track. The big difference is you can drive off the track in this game without getting hurt!

**SV: In 1990 you suffered major injuries in a testing accident, yet you were back on the track in only ten months. How did you do it?**

SP: I broke both ankles, both knees, and my back, all at once. It was a pretty tough thing to come back from. It's kind of a Cinderella story. My first race back was the 1991 Daytona IROC. I came back to win that. And I've been hard at it ever since. I attribute my rapid recovery to focus and mental attitude. After surgery I was in therapy five and six days a week, eight to ten hours a day. I had highs and lows, good days and bad days. But my focus remained the same the whole time: Get back in that race car. I did everything I could to make it happen.

**SV: What do you have to say to Sega Visions readers who want to emulate your racing success?**

SP: The most important thing I can say is go after your dreams. If you work hard enough, you can get just about whatever you want from life.





GAME GEAR

Imagine fielding your own choices from the best baseball has to offer. *World Series Baseball '95's* Team Edit feature lets you do just that. Decisions, decisions. We'd go for Frank Thomas at 1st, Carlos Baerga at 2nd, Barry Larkin at Short, Matt Williams at 3rd, Mike Piazza Catching, and — it's a tough call — Roger Clemens on the Mound. What would you do? Team Edit puts your own Dream Team at your fingertips in terrific color portable form.



Check out the Behind-the-Batter view!

## Big League Ball Hits On Game Gear!



WARM-UP

Knock a long ball into the cheap seats with *World Series Baseball '95* from Sega Sports for the Game Gear. This exciting portable version gives you 700 big-league players, a new Center Field view, all 28 Major League Clubs, 1994 Opening Day rosters, and more, more, more. Go for actual League Play, Playoffs, and World Series action. Play alone or Gear-to-Gear with a friend. This is powerhouse to-go baseball at its best.

PUBLISHER: Sega Sports

PLAYERS: 1 or 2

GEAR-TO-GEAR? Yes



Take a gander at the spectacular infield view.

CENTERS	SELECTED
1 WILLIAMS D	NEW YORK D
2 LITTON V	NEW YORK D
3 THOMAS F	NEW YORK D
4 BELL	NEW YORK D
5 JONES	NEW YORK D
6 GONZALEZ P	NEW YORK D
7 CLEGG	NEW YORK D
8 LEVITSKY	NEW YORK D
9 SULLIVAN	NEW YORK D
10 STANLEY H	NEW YORK D
11	NEW YORK D
12	NEW YORK D
13	NEW YORK D
14	NEW YORK D
15	NEW YORK D
16	NEW YORK D
17	NEW YORK D
18	NEW YORK D
19	NEW YORK D
20	NEW YORK D
21	NEW YORK D
22	NEW YORK D
23	NEW YORK D
24	NEW YORK D
25	NEW YORK D
26	NEW YORK D
27	NEW YORK D
28	NEW YORK D

Arrange your own line-up.



Choose from four different stadiums.

GAME GEAR

This one has it all — the real players, the honest-to-goodness teams, the logos and helmets, and more. The players perform according to their real 1993/94 statistics. The "Behind the QB" view gives more realism and punch to the pounding action. At 4 megs, this is one big full-color portable cart. Take a look at these early screens, and we think you'll agree: *NFL '95* looks great! More to come in a future issue.



Looks like a touchdown is imminent.

## Bigger, Better Football on Your Game Gear!



WARM-UP

You want it...you got it. Gut-pounding NFL action slams onto your Game Gear in *NFL '95* from Sega Sports. Featuring the NFL's greatest quarterback, Joe Montana, and all 28 real NFL teams, with actual NFLPA players in full League Play, Playoffs, and Super Bowl action. The new "Behind the QB" view puts you right on the field. One or two players (Gear-to-Gear) can chuck the leather and go for the uprigths in this great to-go version of America's gridiron game.

PUBLISHER: Sega Sports

PLAYERS: 1 or 2

GEAR-TO-GEAR? Yes



The Game Select screen gives you all your options.



The digitized shot of the ref looks fantastic on the Game Gear.

# SEGA SPORTS PRESENTS



**32 College Teams. 1 National Champion. Settle it on the field!**



## Exciting Play Modes:

- ★ Exhibition
- ★ 11 Game Regular Season
- ★ Race for #1 Ranking
- ★ National Championship Tournament

## Great Collegiate Football Features:

- ★ 2 Point Conversions
- ★ Wishbone/Option Offenses
- ★ College Playbooks
- ★ School Fight Songs, Logos, and Team Colors
- ★ 32 National Powers



Play the field! These are just two of the 32 collegiate powerhouses you'll meet from across the nation!



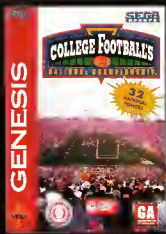
Nail 'em again! Michigan makes its move against Nebraska...and you relive it all on Instant Replay!



Race for the #1 ranking then go for gridiron glory in the National Championship Tournament!



Recap the rivalry when the Fighting Irish of Notre Dame take on the Trojans of USC!



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During the course of the game, you get to see animated shorts of folks like this ump.

## What's in a View?

*Hardball '94* gives you some pretty terrific points of view. You get overhead views of the park, the batter's play view, and the view from the mound. Add to these some of the most lifelike roto-scoped player movements seen yet, and you've got realism that'll have you spitting sunflower seed shells on the carpet. Your battery backup does amazing yeomanlike work. This thing keeps track of everything but your ancestry. It tracks league leaders, saves, accumulated player stats, team standings, and even your favorite highlights. Check out the 2B authentically rendered ballparks. Real stat-hounds can even keep up with current numbers and edit their players to match.

# So You Wanna Play Hardball, Huh?

## WARM-UP

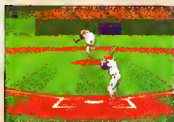
Mining for a solid diamond title? How about *Hardball '94* from Accolade for your Genesis? The follow-up to last year's renowned *AI Michaels Announces Hardball III* answers the only major complaint heard — no real players — by giving you the 800-plus members of the MLBPA. For one or two players, this one lets you play with the full complexity of a club manager's game or take it on as a simple (but fun) baseball cart. Go a full 162-game season, or take a shortened season with either 81 or 13 games. Players with the best midseason performance can participate in the All-Star game. No matter what you choose, this one's all hardball.

PUBLISHER: Accolade

PLAYERS: 1 or 2

CONTROLLER: 3-Button

GA



Practice to your heart's content in the Home Run Derby.



Hey, look! It's a homer. Wonder if they juiced their balls too?

# HardBall '94™



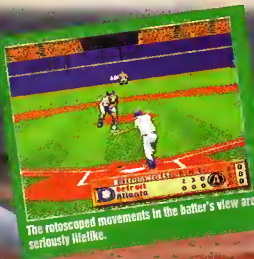
The batter's view gives you player cards of the pitcher and the next batter at the plate.



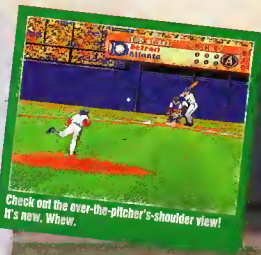
Stat fans rejoice! The end of each game features amazingly comprehensive statistics.

## HOT HINTS

- ✓ Customize the outfield and move your fielders way in. Fewer base hits will result.
- ✓ Don't pitch high and inside — it'll be over the wall.
- ✓ Defensively, read the ball movement off the bat and move your players accordingly to get a jump on the play.
- ✓ Spend plenty of time in batting practice. Your timing is important.
- ✓ The ball mostly passes through the strike zone. When swinging, press Up or Down on the D-Pad rarely.
- ✓ Be aggressive on the base path (go for a hit-and-run-style game).



The roto-scoped movements in the batter's view are seriously lifelike.



Check out the over-the-pitcher's-shoulder view! It's new. Whew.



**Play like a champion.**

**NFL '95**



**COMING IN NOVEMBER**  
All new from **SEGA SPORTS** on **Genesis** and **Game Gear**



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Knock one over the wall, and you get goal-time during an instant replay.

**RBI Baseball '94** has tons of features. In addition to straight baseball, you can brush up on your batting by choosing Home Run Derby and facing 20 pitches from a machine. Select Defense Practice to hone your technique by shagging flies, line drives, and grounders. Go for Pickles and take ten tries each at defending (run down or throw out the base runner) and being the runner caught in the pickle.



As you step up to the plate, the game shows you portraits of your pitcher and batter. At other times you see short animated scenes (like the manager giving signals) in the windows.

Think you're hot? Go for Game Breakers. You choose from 17 preset game situations that test your baseball mettle. Imagine that it's the top of the ninth, you're down 5 to 1, you've got one Out, and the bases are loaded. Can you win it? How about starting your game tied and in extra innings? These are just a couple of the great tension-filled options. For the fun of it, check out the option called Crazyball. Hilarious crazy sound effects replace the normal ball sounds.

# America's Game Is Here!

## WARM-UP

Get out yer rosin bag and grab some lumber — **RBI Baseball '94** from Tengen for the Genesis is gonna knock you over the wall. This one- or two-player cart has game play that's twice as fast as in **RBI '93**, an MLBPA license that gives you more than 800 real players, and higher-quality music and voice (featuring Jack Buck). Enjoy the real '94 baseball schedule with a full 162-game season (password save), playoffs, and the world championship.

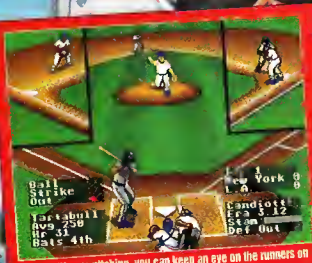
PUBLISHER: Tengen

PLAYERS: 1 or 2

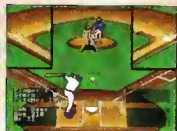
CONTROLLER: 3-Button



# RBI '94 BASEBALL



White batting or pitching, you can keep an eye on the runners on first and third in the upper windows.



Use the Home Run Derby to brush up on your power hitting.

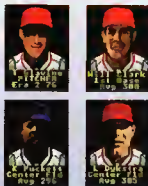


Pick off or be picked off with the Pickles option.

## HOT HINTS

- ✓ When batting you can pull down on your D-Pad to loft the ball, and push Up to hit it into the dirt.
- ✓ Move to the back of the batter's box for a better view of Strikes and Balls.
- ✓ When pitching, save your Spitball for the third Strike, and you get an easier out.
- ✓ Once your pitcher's Stamina meter turns red, pull him immediately. Otherwise it's homer city.
- ✓ It may seem obvious, but it is well worth your time to get batting practice in the Home Run Derby.

## Check Out the Players



You can see your favorite players and their stats by selecting View Portraits. Not all of the MLBPA members are shown, but you get to view a fair percentage.

**Quit** *crying*  
about getting **hacked,**

or how your  
shoes **hurt,**

or how you  
**can't shoot**  
**outdoors.**

Just **shut up**  
and **jam.**



This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal or be sure that they are compatible with the Sega™ (Genesis™, Sega CD™, or Game Gear™) System.



**SHUT UP AND JAM!** The only basketball game endorsed by Charles Barkley.  
Available now for the Sega™ Genesis™ Entertainment Systems.

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## New Kicks And Moves

The second in the *Pelé* series has lots of new features. This one is 16 megs and has improved artificial intelligence, a bunch of new animations (including an animated crowd), and a battery backup that'll let you store play in progress and keep stats for your team. Even more, there's a new Kick Meter that lets you control the strength and direction of penalty kicks, corner kicks, and goalkie kicks. To add solid realism, a new One Timer gives you the chance to center the ball for a teammate and then blast it past the netminder.



Choose from 24 teams at this screen.



Use the instant replay to see your big goals again.

## Soccer's Superstar Strikes Again!

# Pelé II: World Tournament Soccer

### WARM-UP

Still feeling electrified by the summer's thrilling World Cup soccer action? Keep that terrific energy year-round by playing *Pelé II: World Tournament Soccer* for the Genesis from Accolade. For one to four players (with Team Player), this cart has 24 national teams doing black-and-white ball battle in nine US cities. With a five- or 11-man option, adverse field conditions, Pelé's expert analysis of each team, and real fight songs from around the world, this one's a real kick.

PUBLISHER: Accolade

PLAYERS: 1 to 4 (Team Player)

CONTROLLER: 3-Button



See all your players' stats during half-time and at the end of the game.



At the Match Up screen, you get to see your (and your opponent's) strengths and weaknesses.

### HOT HINTS

- ✓ For a muddy field, set the Weather On at the Options screen. The players slip and slide more as the game progresses.
- ✓ To get a maxed out Super Home Team in Exhibition mode, press Buttons A, B, D-Pad Right, Buttons A, C, A, D-Pad Down, Buttons A, B, D-Pad Right, and Button A at the title screen.
- ✓ Get Extra Teams by hitting D-Pad Right, Button A, D-Pad Down, Button C, D-Pad Left, D-Pad Up, and Button B at the title screen.
- ✓ Check out the Sound Test by tapping Buttons B, A, D-Pad Right, D-Pad Down, Buttons A, C, D-Pad Up, and Start at the title screen.



Hit Button A to check out the position of your men before the Throw In.



It's the Kickoff!

The best-selling baseball title of all time;  
NEED WE SAY MORE?!??

QUICK! Guess what  
system this game's for??  
DUH!

The only big  
league park we  
didn't include was  
YELLOWSTONE.

Spit seeds with  
Bonds, Henderson, Belle  
Justice, Mattingly, Gonzalez,  
Van Slyke, and Kruk...  
700 MLBPA stars!

These guys deliver with a  
**BATTERY BACK-UP!**  
Save important **STATS** even  
after the game's turned off!

Get the new  
'94 division  
realignment  
& playoff  
format - play  
like the big boys or  
don't play at all!

You get **TWO** different  
views - pitcher or batter.  
Even a veteran computer  
opponent that'll turn your  
mistakes into **SOUVENIRS!**  
(see ya!)

Appropriate for **ANYBODY** - except  
**GEEKS!** (NGA - No Geeks Allowed)

# ANY BASEBALL FAN CAN TELL WE'RE AHEAD JUST BY READING THE BOX SCORE.



GET IN THE GAME.™



This official seal is your assurance that  
this product meets the highest quality  
standards of Sega™. Buy games and  
accessories with this seal to be sure  
that they are compatible with the Sega™  
Genesis™ system.



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# VIZKIDZ!

**H**ey, VizKidz! Love to boogie with the Berenstain Bears? Wanna see more of Bonkers D. Bobcat? Eat up VizKidz every issue? Well, you're in for a treat, 'cuz the Sega Club is coming your way. It'll give you the latest on all the coolest kids' games. And you'll meet a bunch of funky, kooky characters. Just remember: The Sega Club is for kids only.

Check out the wild Sega Club titles in VizKidz this month! Pack

## The Sega Club Wants YOU!

For Kids Only!



OK, buddy — where's the fire?

your picnic basket with everyone's favorite bear cubs in **The Berenstain Bears' Camping**

**Adventure.** Help Bonkers D. Bobcat become top cop in **Disney's Bonkers**. Explore a town inside and out with **Richard Scarry's BusyTown™**. With **Creative Antics**, you fill your own worlds with wriggling critters, chest-pounding ape-men, swimming mermaids, and much, much more.



Cheetahs and crows and bears — oh my!

So how do you join the Sega Club? What do you get? Stay tuned to Sega Visions for all the incredible details on this exclusive kids-only club.

## Genesis

## Disney's Bonkers



Yikes! Don't let the Junkyard Machine smash you while you're building that brick wall.



Don't let those hoodlums make off with the goods.



Knock open crates to find pieces of your rabbit pal.

## Sneak Peek

**A** babcat's work is never done. Take Bonkers D. Bobcat. He's already the star of his own TV show. But fame's not enough for this fun-loving feline. In **Disney's Bonkers** for the Genesis, our zany hero will do his damndest to become Tinseltown's top cop. This feline felon-stopper must prove his mettle in four madcap games in one with creepy crooks and lowlifes standing in the way. Sure, it sounds tough. But Bonkers has the smarts to outwit them all.

**Disney's Bonkers** co-stars several of the whiskered guy's old friends (and enemies). In the Studio Warehouse level, Fall-Apart Rabbit is up to his old tricks, and Bonkers has to put him back together again. And the villain of Junkyard Mayhem is none other than the Collector. Help Bonkers wall him in with a pile of bricks! The cool cat's other heroics include flinging doughnuts at thieving raccoons and flying down the freeway to put the brakes on Ma Tow Truck, who is wreaking havoc on the road. Stay tuned to Sega Visions for more on this wacky Adventure game.

PUBLISHER: **Sega**  
CONTROLLER: **3-Button**

PLAYERS: **1**



© 1994 Disney

J O I N I N G F O R C E S

SEGA  
PRESENTS



# SONIC & KNUCKLES™



**PLAYING WORLDWIDE OCTOBER 18, 1994 ON SEGA™ GENESIS™**

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## Genesis

Explore BusyTown with Richard Scarry

## BusyTown

**W**onder what your town would be like if kids were in charge? In **Richard Scarry's BusyTown™** for the Genesis, you get to find out with all your favorite Richard Scarry characters. Build a house, drive a fire engine, and run everything else in the city with Lowly Worm™ and Huckle Cat™. This one-player Early Discovery Edutainment game teaches you the parts of a ship, the right way to drive, and more. Play it a few times, and you'll be ready to run for mayor!

PUBLISHER: Sega

PLAYERS: 1

CONTROLLER: 3-Button



## You're the Boss

**BusyTown** has six playgrounds that you can explore in any order. At the warehouse, you have to deliver flowers, food, a tricycle, and other objects to the right town buildings. Follow the arrows, and be careful — don't go too fast or run into anything. Visit Captain Salty to build his ship inside and out, and more!

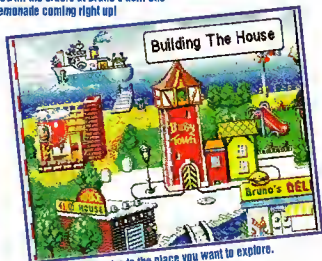


You fill the orders at Bruno's deli. One lemonade coming right up!



Play as the wind to knock Mr. Frumblo's hat off.

Running a whole city can be tough, but you have some help. A smart little pig tells you what needs to be done, word balloons tell you what things are called, and blinking lights show you where to go next. You'll have the town up and running in no time!



Fly your apple-copter to the place you want to explore.

BusyTown is a trademark of Paramount Pictures. All rights reserved.

## Genesis

## Sneak Peek

Create Your Own World

## Creative Antics

**H**ey, creative genius! Ever want to design a video game background or even an entire universe? Check out **Creative Antics** from Sega. This Genesis title gives you eight huge dynamic worlds to fill with unique backgrounds, animated Stickers, and coloring tools. There are sharks, lions, ape-men, animated lions, Martians, monsters, and more. Look for some of your favorite Sega characters to pop up as well! Paint them with wild colors and mix your own tunes, and you've got a hip-hoppin', beboppin' world of your own.

PUBLISHER: Sega

PLAYERS: 1

CONTROLLER: Mega Mouse (included)



Wanna get really weird? You can even combine worlds. Here sharks and mermaids pay a visit to the jungle.

## Lights, Action, Camera!

Here's how it works: You choose a world, like an undersea scene. You can choose an empty world or one filled with creatures and objects. Then open the Sticker books and decorate your world with all kinds of animated stuff! Pick an undersea diver, a mermaid, and some fish, and see how they swim and move around. You never know what they'll do! You can even change their color. A purple shark? It's your world!

Now mix your own music to accompany all this movin' and groovin': calypso, jungle drums, fast, slow — you're in charge.



Place a shark and other sea life in the underwater world...



...and watch them chase each other around! The critters do some pretty crazy things.



Your wish is our command. Did you wish for Aladdin on Game Gear™? 'Cause that's what you're getting. You've got the lamp, the magic carpet and Princess Jasmine. Things are good. In fact, the only thing that might worry you--just a little--is that the most powerful and twisted guy in Agrabah wishes you were dead. But you're Aladdin. Don't let it get to you. Have a good time. Visit the Sultan's Palace. Check out the Cave of Wonders. And most importantly, teach Jafar something about the business end of a scimitar.

## Disney's Aladdin

**SEGA**  
GAME GEAR



Also available  
on Genesis™



Dodge flame bursts, burning lava and rocks on your magic carpet. In short--escape the Cave of Wonders before you become a shish kebab.



It's come to this. Good vs. Evil. You vs. Jafar. Seem like a fair fight? Well, he's got the lamp. Then again, you're Aladdin. You'll figure something out.



He's a cobra. A big cobra. And he's a little upset. Use that scimitar to let him know what's up. (It's the only thing he'll understand, trust us.)



## Genesis



Throw a rock at this woodpecker. You're less likely to get pecked on the neck than if you try to bounce it out.

## Feed the Bears

Playing as Brother Bear or Sister Bear in a two-player game, you follow your snout through a crystal cave, a butterfly-filled nature trail, a fishing stream, and a honey orchard. Look for berries, apples, hot dogs, and entire picnic baskets along the way. Just don't let bats, alligators, snakes, and bobcats make a meal of you. Take a flying leap at those wild creatures to show them who's king of the forest.

The Berenstain Bears are camping out on a Sega machine near you!

# The Berenstain Bears On the Loose

**G**rowww! Two hungry bear cubs just climbed into your Genesis, and boy, do they need your help. In *The Berenstain Bears' Camping Adventure* from Sega, Brother and Sister Bear go for a hike in the woods. Think you can find what they're looking for? You've gotta take on five levels of ferocious forest critters to get there. With sharp graphics, toe-tapping tunes on every level, and the antics of everyone's favorite cub scouts, you'll have a wild time trying.

PUBLISHER: **Sega**  
CONTROLLER: **3-Button**

PLAYERS: **1 or 2**



Stick your snout in cliffs and hills to sniff out hidden areas.

## Happy Trails

If all the bees, bugs, and beasts are eating you alive, pack another tent and bring a friend! An extra set of paws might do the trick. Things still a little hairy? Take it easy in Bear Cub mode or medium-hard in Brown Bear.

made. Watch out for the Grizzly setting, though—it's a real bear. However you play it, this fun-filled Adventure title will give your paws a real workout. So what are you waiting for? Run wild with the Berenstain Bears!

## HOT HINTS

- Watch out for sliding weasels on the Nature Walk bridges.
- Going uphill usually gets you to the exits faster than going downhill does.
- Wait until birds dive before trying to bounce on them.
- Slide down the slippery slopes in the Cave Adventure. This gives you enough speed to jump to the next platform.
- In the Goin' Fishing level, go downhill to look for hidden areas filled with treats.



Teeter-totters give brother and sister some extra bounce.



Can't seem to climb a tree? Sometimes you can enter a door for an express ride up.

## Picnic Goodies

These are just a few of the camping items you can collect. Keep your eyes peeled for clovers, crystals, flashlights, hearts for extra health, 1-ups, and bonus-round stars too!

## Fish



## Picnic Basket



## Hot Dog



## Strawberries



## Honeycomb



## Apple



©1994 Stan and Jan Berenstain

# THE BERENSTAIN BEARS™

## CAMPING ADVENTURE



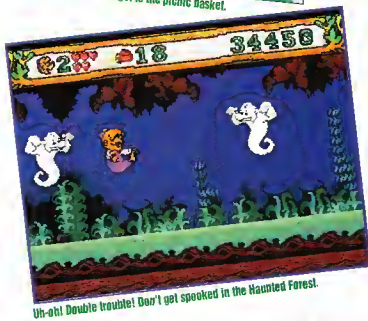
Pee-ew! Stand back whenever a skunk lifts its tail.



Two players can have a ball on the Nature Walk.



Pounce at the snake to get to the picnic basket.



Uh-oh! Double trouble! Don't get spooked in the Haunted Forest.

### Game Gear

## Bear Cubs Go Portable

Take those mischievous bear cubs on a real camping trip with you! **The Berenstain Bears' Camping Adventure** for the Game Gear is packed with four rollicking levels of wild enemies and tempting treats that you can take with you anywhere. So get your paws on this Game Gear fun-fest. After all, a busy bear cub is always on the go.



Mama Bear said don't get lost. Don't you ever listen?



Jump from limb to limb to find yummy, sticky honeycombs.



Bounce on bear-size mushrooms to reach higher levels.



EEK! A mouse! Make that mice!

# Calling All Crazy Artists

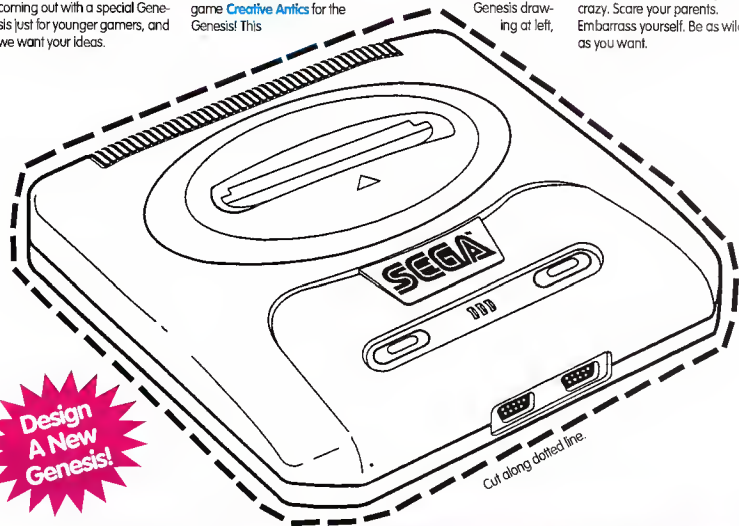
**L**isten up, artists and fashion plates! Wanna win a fabulous prize? Wanna get published in *Sega Visions*? No problem. Just show us how you'd design your own Genesis. Why? Sega Visions hears that Sega will be coming out with a special Genesis just for younger gamers, and we want your ideas.

So what jazzy colors would it be? What would the controller look like? Would the Genesis sit on a weird stand? Would it hang from the ceiling? Send us your insane drawings, and you could win a copy of the hot new game *Creative Antics* for the Genesis! This

Creativity card lets you design your own dynamic worlds with wild locations, animated beasts, and tunes that you mix yourself (see our Sneak Peek on page 110).

Here's the deal. Just cut out or photocopy the Genesis drawing at left,

or create your own masterpiece. Color it, add to it, and make it cool. The wildest, wackiest, most way-out designs will be published in the December/January issue of *Sega Visions*. So show us what you've got. Go crazy. Scare your parents. Embarrass yourself. Be as wild as you want.



**Design  
A New  
Genesis!**

## OFFICIAL ENTRY FORM

Complete the information requested below on this entry form (or a 3-by-5 card), and mail it stapled to your drawing to Sega Visions, Design Your Own Genesis Contest, P.O. Box 3899, Redwood City, CA 94064.

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
Phone \_\_\_\_\_ Age \_\_\_\_\_

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## Rules, Glorious Rules

1. No purchase is necessary.
2. To enter, fill out the official entry form, bundle it with your drawing, and send it to the address on the form.
3. All entries must be postmarked by October 30, 1994. No mechanically reproduced entry forms will be accepted. Enter as often as you like, but mail each entry separately. *Sega Visions* is not responsible for lost, late, misdirected, or stolen entries.
4. The prize for each of the winners will be one copy of *Creative Antics* for the Genesis. Cash will not be awarded in lieu of stated prize. Winners are solely responsible for all applicable federal, state, and local taxes.
5. The three winners will be selected by the editors of *Sega Visions*. The editors' decision is final. Winners will be announced in the December/January issue of *Sega Visions*. By signing the entry form, you grant *Sega Visions* the right to reproduce your winning entry. All entries become the property of *Sega Visions* and cannot be returned. Winners may also be required to sign an affidavit of eligibility and requested to sign a publicity release prior to publication of the winning entries in *Sega Visions*.
6. This contest is open to all residents of the US and Puerto Rico except employees of Sega of America, *Sega Visions*, or any of their affiliates and their immediate families.

# TAKE CONTROL OF THE ENTERPRISE AND ITS CREW!



RED ALERT! THINGS IN THE NEUTRAL ZONE ARE HEATING UP. THE POWERFUL IFO AWAILS YOU AND YOUR CREW SOMEWHERE IN THE GALAXY. CAN YOU LOCATE IT BEFORE IT'S TOO LATE?



ASSUME CONTROL! TAKE CHARGE OF THE STARSHIP'S SYSTEM AND ALLOCATE RESOURCES AS NEEDED!

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Have you always wanted to take charge of the Starship Enterprise? Sega Genesis® makes it happen! Dive headlong into intergalactic adventure at warp speed---and you're in command! Journey through strange new worlds to unravel the secrets of the mysterious IFO before this powerful device falls into the wrong hands! Play any of seven major officers of the Enterprise™ and its crew. **STARFLEET IS DEPENDING ON YOU!**



ENERGIZE! BEAM TO STRANGE PLANETS BUT BE CAREFUL WHO YOU CHOOSE TO TAKE WITH YOU!



PARASOLS ON STUN! VENTURE ON DANGEROUS AWAY MISSIONS THAT KEEP THE ACTION INTENSE.

SEGA





# SEGA VISIONARIES

READERS SHARE HINTS, TIPS & OTHER STUFF

Don't be left out! You can be a Visionary too — just send in your hottest hints, coolest codas, awesome scores, Soric sightings, and anything else you think is Visionary-worthy. If your stuff gets printed you'll get a **FREE** not-available-in-any-store Sega Visionaries T-shirt. So gat jammin', 'cuz we wanna hear from YOU!

## Top Scores

Shining in the Darkness (Genesis)	1,085,900	D. Pickrel, Irvine, CA
Street Fighter II (Genesis)	1,087,608	S. Pomerantz, Brooklyn, NY
Sewer Shark (CD)	The End	M. Landis, Elizabethtown, PA

## Guest Artists

This issue our featured guest artist is actually a supertalented father/son team. The younger half of the dynamic duo, eight-year-old J. Santiago, Jr., sent us a cool envelope that he and his dad created together. Now father and son will *really* look like a team when they wear their matching Sega Visionary T-shirts! Way to go, Santiago family!

## Expert Mode In Castlevania Bloodlines



At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B and A. If you do it correctly, you'll hear a bell. Now instead of just easy and normal play to choose from, you can also choose expert. Belmont clan beware!

M. Hoke, White City, OR

## Master the Mean Bean Machine



These codes take you to any stage you want in *Dr. Robotnik's Mean Bean Machine*.

### Hard

STAGE	CODE
2	Green, Clear Bean, Yellow, Yellow
3	Yellow, Clear Bean, Purple, Clear Bean
4	Blue, Green, Clear Bean, Blue
5	Red, Purple, Green, Green
6	Yellow, Yellow, Clear Bean, Green
7	Purple, Clear Bean, Blue, Blue
8	Clear Bean, Yellow, Has Bean, Yellow
9	Purple, Blue, Blue, Green
10	Clear Bean, Green, Red, Yellow
11	Blue, Yellow, Yellow, Has Bean
12	Green, Clear Bean, Clear Bean, Blue
13	(Robotnik) Has Bean, Clear Bean, Purple, Has Bean

### Hardest

STAGE	CODE
2	Blue, Blue, Green, Yellow
3	Green, Yellow, Green, Clear Bean
4	Purple, Purple, Red, Has Bean
5	Green, Red, Purple, Blue
6	Purple, Clear, Green, Yellow
7	Blue, Purple, Green, Has Bean
8	Clear Bean, Purple, Has Bean, Yellow
9	Purple, Green, Has Bean, Clear Bean
10	Green, Blue, Yellow, Has Bean
11	Green, Purple, Has Bean, Red
12	Red, Green, Has Bean, Blue
13	(Robotnik) Red, Red, Clear Bean, Yellow

J. Hill, Cleveland, OH

## Intercept Code for NBA Jam Game Gear

On the Game Gear version of *NBA Jam*, I found a code that gives you the power to intercept.

At the Tonight's Matchup screen, press Buttons 1 and 2 repeatedly, and rotate the D-Pad clockwise several times. The words "Power to Intercept" appear.

T. Jirak, Overton, NV

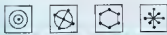
## Picture Codes for Microcosm

Here are the codes for the awesome Shooter *Microcosm* for the Sega CD. Since the codes are in pictures rather than letters, I felt I should re-create them on a computer. If you play the game, you'll know what they mean. Enjoy!

**The Lung**



**The Heart**



**The Carotid Artery and The Brain**



F. White,  
Manhattan Beach, CA

## Secrets of NBA Jam



Here is a list of some special hidden characters and tips that I found in the Sega Genesis version of *NBA Jam*.

When entering the last letter, hold Start and hit Button A.

ARK	Bill Clinton
QB	Kabuki
AIR	Air Dog
MTT	Mark Turmell

When entering the last letter, hold Start and hit Button B.

NET	Al Gore
RJR	Jamie Rivett

When entering the last letter, hold Start and hit Button C.

SAL	Sal DiVita
CAR	Chow-Chow

At the Tonight's Matchup screen, hit any button 13 times, then hold Buttons B and C until the court appears. This toggles the Juice Mode, which makes the game very fast.

R. J. Chonko, Lake Charles, LA

## SEGA PETS



Everyone who's anyone reads *Sega Visions*! Our editor was pleased to hear that Rim Shot is particularly fond of the Overheard at Sega section.



Meowee Woweese — this is our kind of kitty. We figure this feline gamer must be playing an intense game of either Bubsy or Chesler Cheelah. Thanks to W. DeMarco and K. Pike of Delaware for this purrrific pictorial.

Ever wonder what your loving loyal pet does when you're not home? We do. So send us your favorite Sega Pet picture. Remember, keep it safe, legal, kind, and harmless to your pet. If we pick your photo, your pet wins a brand new Video Entertainment Center from A.L.S. (If you're really lucky, maybe your pet will let you use it to protect your Genesis, Sega CD, and controllers and to organize your library of games.) It's up to you to read the rules carefully, or Fido doesn't stand a chance.



### Rules, Rules, Rules

1. No purchase necessary. Contest is void where prohibited.

2. To enter, neatly print your name and address, along with a brief description on the back of your pet's photograph (or provide the same info on a 3-by-5 card), bundle it up with your entry, and zip it off to this address:

Sega Visions, Sega Pets,  
P.O. Box 3899, Redwood City, CA 94064

3. All entries must be postmarked by September 30, 1994. Enter as often as you like, but mail each entry separately. *Sega Visions* is not responsible for lost, late, misdirected, or stolen entries. Mutilated or illegible entries will be disqualified.

4. The prizes for each of the winners will be as stated above. Cash will not be awarded in lieu of stated prize. Winners are solely responsible for all applicable federal, state, and local taxes.

5. Winners will be selected by the editors of *Sega Visions*. The decision of the editors is final. Winners will be announced in the October/November issue of *Sega Visions*. By signing the entry form, you grant *Sega Visions* the right to reproduce your winning entry. All photographs become the property of *Sega Visions* and cannot be returned. Winners may also be required to sign an affidavit of eligibility and a publicity release prior to publication of the winning entries in *Sega Visions*, or *Sega Visions* reserves the right to select an alternate winner.

6. This contest is open to all residents of the US, Puerto Rico, and Canada except employees of Sega of America and *Sega Visions* and their immediate families.



### Jurassic Park GENESIS

Two bigger-than-life pawns in one, based on the blockbuster movie! Play as the daring Dr. Grant or a rampaging Raptor! Got set for spectacular animation, starring the action dinosaurs from the movie. Seven nerve-shredding levels of Action and Adventure. 1056 \$59.99

### HOT GAMES

#### Genesis

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1068	Ren & Stimpy	59.99
1043	Tuejorn & Earl 2	59.99
1057	X-Men	59.99
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1073	Cool Spot	60.49
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1706	Dr. Robotnik's Mean Bean Machine	54.99
1077	Gunstar Heroes	54.99
1215	Holyfield Boxing	34.99
1067	McDonald Land	59.99
1303	Phantasy Star 3	81.50
1076	Ranger X	54.99

1312	Shining Force	64.99
1310	Shining in the Darkness	58.25
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1019	Streets of Rage	58.25
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1224	Wimbledon Tennis	59.99
1070	World of Illusion w/ Mickey Mouse	54.99
1705	6 in 1 Menacer Software	39.95
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### Tuejorn & Earl 2:

#### Panic on Funkatron GENESIS

The Teen-A-Alens of Funk team up again! Save Funkatron from the peril of pollution! Roam up all the human invaders and ship them back to Earth. It's flashy, funny, and cool. 1043 \$59.99

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### NEW! Activator with Eternal Champions

What's the best way to play the best Fighting game? With the Activator, which transforms every kick, punch, and move into panto action on the screen! The Activator gives you moves not available on typical controllers. And now the ultimate game controller is packed with the ultimate Fighting game, Eternal Champions! 1056 \$119.99

# POWER SHOPPING



## NEW! Mega Mouse

RPG gamers know that the Mega Mouse is the way to go! Add this three-button controller to your Genesis and Sega CD for the ultimate Strategy and Role-Playing game experience! 1645 \$39.99



## Silphed SEGA CD

The most remarkable space shooter overblast through 11 fast, supertough, action-filled battle stages with amazingly detailed polygon-based graphics and CO-quality music and sound, this is hard-blasting action at its best! 4423 \$54.99

## Game Gear

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## PERIPHERALS

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### Genesis Model MK-1601

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## Sonic CD SEGA CD

More than 50 (yes, 50!) levels of nonstop Sonic adventure! Go head to head with Metal Sonic, Dr. Robotnik's latest evil creation, in a race to save the world from the Doc's twisted plans. 4407 \$54.99

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Some areas of Madripoor may be difficult to pass, so choose your X-Men wisely.



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TLEVEL



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succeed and buy some hope for  
humanity. Fail, and see humanity  
destroyed!

**SEGA**  
GAME GEAR

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# TAZ IN ESCAPE FROM MARS



Busting loose this August on SEGA<sup>TM</sup> Genesis<sup>TM</sup> and this October on Game Gear<sup>!</sup>

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